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PRIMA Official Game Guide

Written by **Stephen Stratton**

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Product Manager: Jason Wigle

Editor: Rebecca Chastain

Design: Graphic Applications Group, Inc.

Layout: Scott Watanabe

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Steve Stratton



Stephen Stratton has worked on more than 30 projects in his five years of writing strategy guides for Prima. His repertoire of mastered games includes *Counter-Strike: Condition Zero*, *Rome: Total War*, *Mercenaries: Playground of Destruction*, *The Legend of Zelda: The Wind Waker*, *Super Mario Sunshine*, *Hitman: Contracts*, and *Splinter Cell: Chaos Theory*.

Steve is a lifelong video gamer who attended the Rochester Institute of Technology in Rochester, NY. In addition to his Prima Games guides, he also held a staff position with Computec Media and managed the strategy section of their incite.com video game website.

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We want to hear from you! E-mail comments and feedback to ss Stratton@primagames.com.

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Introduction

Thank you for purchasing Prima's Official Game Guide to *Test Drive® Unlimited*. The vast amount of hardcore information contained within these pages is sure to keep you one step ahead of your friends and rivals during your time in Oahu, particularly when playing online. From vehicle stats to challenge overviews, this guide is packed with all the tips and in-depth info you need to become an ace racer in no time.

How to Use This Guide

Here we discuss the information contained within each major section of the guide, breaking everything down so you can easily tell which area of the guide holds the information you seek.

Gameplay Overview

This portion of the guide touches on the many different gameplay systems used in the game. Here we discuss the game's default control scheme, detail the numerous options available at the Pause menu, examine the different items and indicators that appear on your screen (collectively known as the HUD), and more. We also delve into the larger aspects of gameplay, including career progress and level advancement, island exploration, map usage, and so on. We conclude with a few basic driving tips and general racing strategies designed to help get you started on the path to becoming king of the road.



Vehicles



This section is dedicated to revealing every bit of statistical information pertaining to all 90 vehicles featured in the game. We begin with group-by-group comparison charts designed to help you quickly narrow

your search for the perfect car or bike. Once you've found an ideal candidate, flip to its overview section for much more information, including its engine and chassis stats, and a table that reveals the performance upgrades you can purchase at the appropriate high-end tuner. For ease of use, the overview sections are listed alphabetically by vehicle make and model.

Key Locations (Offline)

This portion of the guide provides general overviews and tables of hardcore information pertaining to every offline Key Location on the island. Find everything you need to know about

every car and bike showroom, clothing store, high-end performance tuner, house, real estate agency, paint shop, and vehicle rental agency.



Challenges (Offline)

You can enjoy a whopping 220 challenges in the game, whether you're playing online or off. This area of the guide covers every single-player challenge, providing detailed overviews packed with racing tips and course exploits. For ease of use, the challenges are listed alphabetically by challenge type—we've also placed quick-reference tables at the start of each challenge section designed to help you narrow your search for the perfect challenge.



Multiplayer Challenges and Key Locations



This section reveals all information pertaining to the online-only aspects of the game. This includes both types of online Key Locations (clubs and drive-ins), and all 98 multiplayer challenges. If you're not playing online, feel free to ignore this section.

Secrets and Unlockables

The game holds a number of secrets and unlockable goodies. Some of them are easy to discover, while others are far more ambiguous. Lucky for you, we fully disclose every secret and unlockable goodie in the game right here. We also provide a handy achievement checklist to help you keep track of everything you've seen and done around the island. Have fun out there!



Overview

INTRODUCTION
OVERVIEW
 VEHICLES
 KEY LOCATIONS
 CHALLENGES
 MULTIPLAYER
 UNLOCKABLES
 & SECRETS

There are many different gameplay systems used in the game. Here we discuss the game's default control scheme, detail the numerous options available to you at the Pause menu, examine the different items and indicators that appear on your screen—collectively known as the HUD (Heads-Up Display), and more. We also discuss the larger aspects of gameplay, including career progress and level advancement, island exploration, map usage, and so on. We conclude with useful driving tips and general racing strategies that help guide you along the path to becoming king of the road.

Default Controls

These are your default controls for the game. You may adjust your control scheme during Free-Ride mode by pressing to access the Pause menu, selecting Options, and then choosing Controls.



Generic Menu Controls

Command	Function
	Move selection cursor
	Scroll through menu tabs
	Accept/Confirm/Advance to next menu
	Cancel/Exit/Back one menu

Default Gameplay Controls

Command	Function
	Accelerate
	Brake/Reverse (when stationary)
	Change view/Freeze camera (hold 1 second)
	Rear view
	Steer/Turn
	Pan camera/Honk horn (push)
	Flash headlights/Enter location/Accept instant challenge
	Downshift/Decline instant challenge
	Handbrake/Emergency brake
	Shift up
	Return to the road (after crashing, etc.)
	Pause game/Access Pause menu
	Raise/lower car windows
	View island map
	Cycle GPS map zoom level
	Scroll through Auxiliary menus (see following "Auxiliary Menus" section)

Auxiliary Menus

While driving, press to scroll through the following Auxiliary menus (some Auxiliary menus are available only during Free-Ride mode):

Radio: Enjoy some music while driving. Press to turn on the radio and turn up the volume. Press to turn down the volume and shut off the radio. Press once to switch stations. Double-tap to change to the station's next song.

NOTE

You can create up to four custom playlists on your Xbox 360 console. To make them compatible with your in-game car radio, their filename must contain the keyword "Testdrive."

Chronopack: Check and compare your vehicles' performance statistics as you drive. When activated, this system monitors your vehicle's acceleration, top speed, and braking power. (You must own at least two vehicles to access this Auxiliary menu.)

TIP

The Chronopack is a helpful tool. Use it to compare your vehicles and find their individual strengths and weakness.

Driving Aid: Set the level of assisted driving or turn it off. (See the following "Options" section for more information.)

Free-Ride Players: View the names of the Free-Ride mode players in your vicinity when playing online. Highlight a player's name and press to invite him or her to join you in a grouped Free-Ride session. When grouped with one or more players, scroll down and highlight the Isolate option, then press to isolate your group from the rest of the online community—your group will no longer encounter random Free-Ride players.

The Pause Menu



Press while driving to pause the game and access the Pause menu. Select one of the following menu tabs and press to proceed:


Resume: Exit the Pause menu and return to gameplay. (You may also press a second time or to exit the Pause menu.)

Photos: Capture a snazzy photo of the currently paused onscreen action. (See the following "Photos Mode" section for details.)

Editor: Create your own custom challenge. (See the following "Editor Mode" section for details.)

Options: View and adjust a wide variety of gameplay options. (See the following “Options” section for more information.)

NOTE


Your progress is auto-saved each time you press  and pause the game.

Photos Mode



Once you’ve advanced to the level of Amateur, you gain access to Photos mode. This mode allows you to capture snapshots of the currently paused in-game action. Pictures you

take are automatically stored within your photo album, which you may access from any of your houses. (See the following “Hangin’ at Home” section for details.)

Use the various commands shown at the bottom of the screen to set up the perfect snapshot, then press  to take the picture. A virtual keyboard then appears—give your picture a suitable name so you can easily identify it later.

NOTE

See the following “Advancing Your Career” section for details on level advancement.

Editor Mode

Once you’ve attained Pro status, you can access the game’s nifty Editor mode through the Pause menu. Here you may create your own custom challenges or modify ones you’ve previously made.



The first step in creating a new challenge is to choose a challenge type. You can create either a Time Attack or Speed challenge.

Time Attack: These challenges pit contestants against the clock. Their goal is to reach the course’s finish within the target time you set.

Speed: These events ask contestants to either accelerate up to the challenge’s target speed, or to pass by a number of radar detectors, finishing with an average speed that’s equal to or greater than the challenge’s target speed.



NOTE

Once you’ve unlocked Editor mode, you can create challenges at any time, whether you’re playing online or off. You must play online and visit a drive-in to share your custom challenges with the game’s community.

Creating Time Attack Challenges



Objectives Menu: Time Attack

Choose “Time SINGLE PLAYER” to begin creating a single-player Time Attack challenge. The Objectives menu then appears. Highlight each menu option and press  to toggle it on or off. When you’re satisfied with the parameters you’ve set, highlight Confirm and press  to proceed to the Map menu.

Here’s a brief description of the available options at the Objectives menu when creating a Time Attack challenge:

The Challenge Has a Time Limit: Turn on this option if you want your challenge to feature a time limit.

Driving Gauge: Check the box next to this option if you want driving points to be a factor throughout the event. Driving points are designed to force contestants to avoid collisions with other vehicles and remain on the road at all times. (See the “Driving Gauge” portion of the following “The HUD” section for more on driving points.)

With Traffic: Turn on this option if you want pedestrian traffic to be a factor during the event.


With Police Cars: Check the box next to this option if you want your challenge to feature police involvement.

The Route Is Marked: Enable this option if you want the challenge to feature road signs that help guide contestants along the proper route. These signs often block off roads that shouldn’t be used at intersections.

With GPS Help: Activate this option if you want contestants’ GPS navigation systems to identify the ideal route for the event and utter verbal driving instructions.

Editor Options



Press  at any time during the creation process to call up the Editor Options menu. This same menu appears at the very end of the creation process, and it offers you the following options:

Test Drive: Give your challenge a trial run using your current vehicle. (You must finish creating a course at the Map menu to access this option.) Use this option prior to posting your challenge to obtain a certification.

Save: Save your challenge to avoid losing what you've created. Be sure to save before exiting Editor mode! (You must finish creating a course at the Map menu to access this option.)

Name: Use the virtual keyboard and give your challenge a name.

Briefing: Use the virtual keyboard and type a brief description of your challenge.

Quit: Exit Editor mode. Be sure you've saved your challenge or any changes you've made will be lost!

Now that you've set the objectives, it's time to plot out a course for your Time Attack challenge. The first step in this process is to set the event's starting point. Move your cursor



Map Menu: Time Attack
(Starting Point)

on the map and then press **A** to designate that spot as the start line. (Press **LT** and **RT** to zoom the map in and out.) If you make a mistake, simply move your cursor over the starting point and press **A** to move it elsewhere, or press **X** to remove it from the map and try again.



Map Menu: Time Attack
(Checkpoints)

the event's course. Move the yellow checkpoint cursor about the map and press **A** to place the first checkpoint wherever you like. Repeat this procedure as necessary to place as many additional checkpoints as you desire, making the course as simple or as complex as you prefer. The red line that appears on the map as you place each checkpoint depicts the course you're creating.



Map Menu: Time Attack
(Finish Line)

Once you've designated a starting point, your next task is to set up the challenge's checkpoints. Contestants must pass through each checkpoint you set, so by placing them, you're actually plotting out

When you're satisfied with the course you've created, press **X** to place the finish line on the map. Voilà! You've just created a unique course for your challenge.

NOTE

At any point during the course creation process, you can insert additional checkpoints by moving your cursor over the red course line and pressing **A**. You may also remove or reposition checkpoints you've set by moving the cursor over one and pressing either **A** to move it or **X** to delete.

TIP

If you don't want checkpoints in your challenge, simply move your cursor to the desired location on the map and press **X** to designate the finish line without placing any.

Creating Closed Circuits

When plotting out your challenge's course at the Map menu, it's possible to create a closed, racetrack-like circuit instead of a simple "point A to B" run. After placing the finish line, move your cursor over the starting point and press **V** to enable the Loop option. This causes the course you've created to become a closed circuit, similar to a racetrack or speedway. The finish line is still the finish, but your event now consists of two or more laps—contestants must cross the finish line at least twice to complete the challenge. (You define the exact number of laps at the Rules menu.)

The next step in the challenge creation process is to set the event's rules. When creating a Time Attack challenge, your options are as follows:



Rules Menu: Time Attack

Target Time: The time contestants must meet or beat in order to claim the gold. (This time must be set by doing a trial run with the "Test Drive" option.)

Time for the Silver Cup: The second-place time.

Time for the Bronze Cup: The third-place time.

Time Bonus at Checkpoint: Entering a value here gives contestants extra time when they pass through each checkpoint, helping them overcome rigid target times. (This option is available only when you give your challenge's course one or more checkpoints.)

Display All Checkpoints: When you turn this on, contestants' GPS maps show all course checkpoints. When this is turned off, only the next upcoming checkpoint is shown on the GPS.

Laps: Set the number of laps for the event. (This option is available only if you create a racetrack-like course—see the "Creating Closed Circuits" sidebar.)

Traf: Increase or decrease the amount of traffic encountered during the challenge. More ribbons mean more on-road obstacles! (This option is available only if you enabled the Traffic option at the previous Objectives menu.)

Police: Increase or decrease the number of police cruisers that patrol the area surrounding your challenge's course. More ribbons mean more cops! (This option is available only if you enabled the Police option at the previous Objectives menu.)

Set Driving Aid: Determine the maximum driving aid level that contestants may use during the event. This allows you to restrict players from using too much driving aid. (See the following "Options" section for more information.)

Cockpit View Only: Enable this option to force all contestants to race using the in-car view. No other camera views are permitted (except rear view).

Minimum Player Level: Restrict your event to players who have attained a certain level, or allow for all comers.

Type of Vehicle: Choose to allow contestants to race any type of vehicle, or restrict them to using cars or bikes only.

Vehicle Specifications: Further define the types of vehicles contestants may use during the event. You can restrict competitors to certain vehicles by group, make, or model.

You may need to scroll up or down to view all of the Rules menu options. When you're happy with your choices, scroll to the bottom of the page, highlight Confirm, and press **A** to proceed.



Entry Fees menu

time they attempt your challenge. The base reward is the cash prize you're offering to anyone who manages to beat your challenge successfully. Adjust the dollar amounts at this menu, highlight Confirm, and press **A**.

NOTE

Each time a player beats one of your custom challenges, 90 percent of the total reward is automatically deducted from your bankroll. (The total reward is the sum of the base reward and the challenge's entry fee.) The other 10 percent goes into your pocket.

That's it! Your Time Attack challenge is now complete and ready to be shared with the online community. The Editor Options menu pops up, allowing you to test out your new creation, give it a name, save it, and more. For details, please see the previous "Editor Options" sidebar.

NOTE

You must play online and visit a drive-in to share your custom challenges with other players. (See the "Multiplayer Challenges" portion of this guide for more on drive-ins.)

Creating Speed Challenges



Objectives Menu: Speed

Choose "Speed SINGLE PLAYER" to begin creating your own unique Speed challenge. The Objectives menu then appears. Highlight each menu option and press **A** to toggle it on or off. When you're satisfied with the parameters you've set, highlight Confirm and press **A** to proceed to the Map menu.

Most of the Objectives menu options are the same for Speed challenges as they are for Time Attacks, with the exception of the With Radars option. This option is important—it dramatically affects the type of Speed challenge you create. Enable it to create a Speed event that features one or more radar detectors—contestants must accelerate past each radar in an effort to achieve the highest average speed. Disable this option to simplify your Speed challenge—a speed gauge is used instead of radars, and contestants must simply accelerate to the velocity you set for the event (no radars are used).

If you've enabled the With Radars option, then you must decide where each radar detector will be stationed on the map. First, you must pick a starting point for your event. Move your cursor to the desired location on the map and press **A** to designate that spot as the start line. (Press **LT** and **RT** to zoom the map in and out.) If you make a mistake, simply move your cursor over the starting point and press **A** to move it elsewhere, or press **X** to remove it from the map and try again.



Map Menu: Speed (With Radars)

Now you're ready to place some radars. Move the blue radar cursor about the map and press **A** to place the first radar wherever you like. Repeat this procedure as necessary to place as many additional radars as you desire, making the challenge as simple or as complex as you prefer. When you're satisfied, press **Y** to confirm your Map menu setup and proceed to the Rules menu.

If you've disabled the With Radars option at the Objective menu, then your Map menu duties couldn't be easier—all you've got to do is pick a starting point for your Speed challenge.



Map Menu: Speed (No Radars)

Choose any spot you like and press **A** to designate it as the event's starting point. Notice that a red arrow sticks out from the starting point icon—this shows you which direction contestants will face when the challenge begins. You can move your cursor over the starting point and press **Y** to toggle the arrow's direction if you like. Otherwise, move your cursor off the starting point and press **Y** to proceed to the Rules menu.

Most of the Objectives menu options are the same for Speed challenges as they are for Time Attacks, with the exception of the Radars: Activation Speed option. The value



Rules Menu: Speed

to the right of this option indicates how fast a vehicle must travel as it passes in front of each radar for the radars to record the vehicle's velocity. If a contestant motors past a radar at a speed that's lower than the value you enter here, the radar won't be triggered and the contestant's speed will not be recorded. Keeping this value low ensures that each radar will perform its duty, while setting it high forces contestants to plan their approach with more care.

NOTE

The Rules menu options remain the same, regardless of whether or not you've enabled or disabled the With Radars option at the previous Objectives menu.

The rest of the Speed challenge creation process is identical to the Time Attack challenge's. Determine the entry fee and base reward for your event at the Entry Fees menu and then solidify your choices by highlighting Confirm and pressing **A**. The Editor Options menu then appears, where you may name your challenge, give it a test run, save it, and more. Please see the previous "Editor Options" sidebar for details.

Options



Options menu

After pausing the game during Free-Ride mode, highlight the Options tab and press **A** to enter the Options menu. Here you may view and adjust a wide variety of gameplay-related options, including:

Bookmarks: Bookmark your current location on the map for future reference, or view the list of bookmarks you've previously created and travel to one of them.

Online: View and adjust a variety of online-related options. (See the following "Online Options" section for details.)

Game Settings: Inspect and modify the setup of your Gearbox, Driving Aid, Seat Position, and Stake settings. (See the following "Game Settings" section for details.)

Controls: Check out your control scheme, adjust your steering sensitivity, enable the use of a steering wheel controller, or set the amount of controller vibration.

Audio: Tweak the volume of a variety of in-game audio sources to achieve the perfect audio experience.

Display: Inspect and adjust various HUD (Heads-Up Display) options and a few graphical effects. (See the following "Display Options" section for details.)

TV Settings: Adjust the brightness of your monitor.

Language: Globally set the in-game language to English, French, Italian, Deutsch, or Spanish.

Storage Device: Choose the storage device (hard drive, etc.) to which you want the game to auto-save your progress data. (You make this decision before beginning a new game—this option simply allows you to change your default storage device.)

TIP

Once you've gotten a feel for the game, enter Free-Ride mode and then play around with the many options available at the Options menu to fine-tune your gameplay experience.

Online Options

To reach these multiplayer-related options, highlight Online at the Options menu and press **A**. Here's a brief description of the available online options:



Allow Online Interactions: When you desire privacy, disable this option to isolate yourself and prevent online interactions of any kind. Players in the online community cannot contact you in any way during the game.

Allow Instant Challenge Requests: When this option is turned off, you cannot receive any instant challenges from other players. You can still interact with the online community in other ways.

Activate Only Your Group Players' Voices: Turn on this option to mute all players who are not a part of your group. This lets you hear only what players in your group have to say.

Display Gamertag in Free-Ride: Activating this option allows you to see other players' Gamertags on your HUD.

Receive Online Events: Disable this option to stop receiving all online event updates and notifications through game messages.

Receive Club Events: Turn off this option to stop receiving club-related messages.

Receive Ranking Events: Disable this option to prevent ranking-related messages from reaching your game message box.

Receive Custom Challenge Events/News: Turn off these options to stop receiving custom challenge related news updates and messages.

NOTE

You must visit your house to view your game messages and notifications. (See the following "Hangin' at Home" section for details.)

Game Settings



Highlight Game Settings at the Options menu and press **A** to view the Game Settings menu. Here you may view and adjust the following gameplay-related options:

Gearbox: Choose to set your gear-shifting style to manual or automatic. When this is set to manual, you must change gears yourself using **Y** to shift up and **B** to shift down.

Driving Aid: Set the level of anti-skid driving assistance to Driving Aid (full assistance), Sport, Hypersport, or Off (no assistance).

Seat Position: Set the height and seatback position of your driver's seat to attain a better view of the road. This affects your in-car view.

Stake: Set the default amount of cash you're willing to put up against other online players (or offline bots) during instant challenges.

Display Options

Select Display at the Options menu to view the Display menu. Here you may view and adjust the following HUD-related options:



AI Names: Choose whether or not you want the names of offline bots (simulated, computer-controlled players) to appear on your HUD.

Speedometer: Disable this option to remove the speedometer from your HUD. You won't be able to tell how fast you're going!

Help System: Disable this option to turn off the in-game help system, which provides tips that describe the most basic elements of the game (how to use the island map, etc). This feature is automatically turned off when you reach the Amateur level.

GPS: Highlight this option and press **X** to toggle your GPS navigation system on or off. Your GPS isn't displayed on the HUD when this is disabled. Also, press **Left** or **Right** to toggle between a fixed GPS map, or one that turns and rotates as you do.

Unit System: Choose to use either the imperial or metric system of measurement. The imperial system measures in units of feet, yards, miles, etc. The metric system measures in units of meters, kilometers, and so on.

Shake Camera: Use the slider to set the amount of shaky-camera effect while you drive. Push the slider to the left for enhanced realism; leave it set to the right to maintain a steady view.

Radial Blur: Use the slider to set the amount of speed-blur effect. The farther to the left you set the slider bar, the more blurring you'll notice when traveling at high speed.

The HUD

Everything that seems "stuck" to your screen—your speedometer, your GPS navigation system, and so on—is collectively known as your HUD (Heads-Up Display). These onscreen indicators provide you with a wealth of knowledge, so it's important to know how to use them. The following sections describe the HUD items that most commonly appear on your screen as you play.

NOTE

You can modify some of your HUD options through the Display portion of the Options menu. Check the previous "Display Options" section for details.

Speedometer



Your speedometer is in the screen's lower-right corner. Every speedometer in the game is modeled from its real-life counterpart, so each has a unique look. Regardless of their appearance, all speedometers monitor your speed

as well as your engine's RPMs (revolutions per minute), letting you know how fast you're going and when it's time to shift gears (provided you're using a manual transmission). The total number of miles your current vehicle has taken you is also shown near the bottom of each speedometer.

GPS Navigation System

Your GPS—in the screen's lower-left corner—is perhaps the most useful tool featured by your HUD. This user-friendly device automatically calculates the shortest and safest route toward your current destination, conveniently displaying the route on its tiny map. It also utters verbal directions that draw your attention to upcoming turns and the like, and it constantly updates itself in real-time—if you accidentally miss a turn, your GPS quickly compensates by plotting a new course.



The GPS works in harmony with the island map. Simply press to call up the map, choose a spot on the island you wish to visit, and press to set that location as your new destination on the GPS. Your GPS route is then

automatically recalculated. Also, as the island map, roads appear as either gray or blue on your GPS—you've driven across blue roads before, while gray ones are unexplored. The green line on your GPS indicates the ideal route toward your destination—simply follow the green line to get to where you're going.

TIP

Drive all over the island to mark its roads as blue on your GPS. This causes the roads to stand out against the GPS map's background, making them easier to notice at a glance.

The number of miles you must travel to reach your destination is shown at the bottom of the GPS. The number of online players in your vicinity is shown just to the left. If you want to see more or less of your route while you drive, press to flip through your GPS map's various magnification levels.

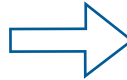
Route Indicators



Continue Straight



Gradual Turn/Merge



Sharp Turn



Hairpin Turn



Wrong Way!

Route indicators work in harmony with your GPS, helping to guide you in the proper direction as you drive. When you're following a course plotted by your GPS, these

arrow-shaped pointers appear at the top-center of the screen, letting you know which way to go at turns and intersections. Route indicators come in different shapes and sizes, and each one has its own meaning—learn to recognize these important HUD items and get in the habit of glancing down at your GPS map whenever you see one appear.

Bot Names/Gamertags



The names of nearby online players (or offline, computer-controlled bots) appear above their vehicles on your HUD. This calls attention to these special vehicles, making them stand out from regular traffic and helping you track them down for instant challenges and the like. You can choose to disable these HUD items through the Options menu. (See the previous "Options" section for details.)

Police Bar



It pays to drive carefully on the streets of Oahu—many of its roads are patrolled by police, whose

sole purpose is to hunt you down the moment you step outside the law. Whenever you collide with a pedestrian vehicle (or police cruiser), the police bar HUD item appears at the top-center of the screen. This little indicator provides you with a lot of info, letting you know how badly the cops want to bust you, and how close the nearest police cruiser is to your vehicle.

The top of the police bar features three gray badges, which indicate how desperately the police want to catch you. Each illegal action you make causes one of the badges to light up, increasing the level of police involvement and making it tougher for you to evade Oahu's finest. Here's a brief description of each badge level:

One Badge: Police cruisers in your area have been alerted to your presence. They're on the lookout for you, but they'll stick to their patrols until you're spotted. They won't put lives at risk trying to pull you over just yet.

Two Badges: You've drawn a lot of attention to yourself—cops are now being pulled off their patrols to actively hunt you down. You're considered a public menace, and police cruisers won't hesitate to ram you off the road if they think it'll end the chase.

Three Badges: You're Oahu's most wanted! Police have been told to use any means necessary to bring you into custody. They'll ram into you, sandwich you between cruisers, and set up roadblocks to stop you. Be careful!

The lower portion of the police bar features a small ruler that tells you how close the nearest police cruiser is to your vehicle. To the right, arrows indicate the cruiser's general location: in front of you, behind you, etc. When the ruler's police car icon is all the way to the right, the cops are right on your tail and able to arrest you if they manage to slow you down. When the police car icon is all the way to the left, you're out of the cops' sight and they're losing your trail—speed onward and avoid collisions with traffic to reduce your wanted level, causing each badge to disappear from the police bar in turn.

TIP

When the cops start swarming in, create a little breathing room by driving off-road to a remote area where the police can't find you. While you won't lose any badges until you return to the road, the cops will spread out in an effort to reacquire you—this creates opportunities for you to slip through their network of cruisers.

TIP

During long free ride sessions, you can constantly trigger the police and escape them. However, the police memorize all the cars you've smashed during the previous chases. To reset this infringement stack, simply go home or into a shop.

Challenge-Related HUD Items

While the previous HUD items usually appear on your screen at all times, the following HUD items appear only during challenges.

Timers

00 '20 "58 TIME
01'44"41 COUNTDOWN

Most challenges feature timers. While there are a few different types of

timers in the game, they're all very straightforward—they count either up or down, measuring your performance in minutes, seconds, and milliseconds. Countdown timers deserve special attention, as they represent a challenge's time limit—you fail and must try again when a countdown timer falls to zero.

Position

1 POSITION

Race challenges feature this straightforward HUD

item, which shows your current "pack position" against the rest of your competitors. Second place is the first loser!

Eliminator Position



Some Race challenges feature the eliminator rule. During an eliminator race, each time the pack leader completes a lap around the track and crosses the

start/finish line, the competitor who's racing in last position is automatically knocked out of the event. The eliminator position HUD item is present throughout these challenges, showing you who has been eliminated and where you stand in the rankings. Work your way up to first position and keep yourself there to survive these grueling challenges!

Checkpoints

5 CHECKPOINTS

Most challenges feature checkpoints.

These important objects are designed to keep competitors racing along the proper route by preventing the use of unsportsmanlike shortcuts. Checkpoints are stationed at various intervals along a course and must be passed through in their proper order—even if you reach a course's finish line, you cannot complete the challenge if you've failed to pass through a checkpoint along the way. If you accidentally miss a checkpoint (by skidding off-road, for example), you must turn around and pass through it properly. The checkpoint HUD item updates each time you pass through a checkpoint, counting upward by one.

TIP

Some courses are too long and winding to easily memorize. Simplify the task by using the course's checkpoints to help you remember which segments are especially nasty.

NOTE

Start and finish lines are each counted as checkpoints.

Radars

A numbered list of radars appears on the right side of the screen during certain Speed challenges. Each time you cruise past a radar, your velocity is recorded next to the appropriate radar in the numbered list. If you pass by the same radar more than once, it records only your best speed. (Your second-best speed is shown to the right.) Plot out routes that allow you to pass by every radar at optimal speed.



NOTE

You must pass in front of a radar to trigger it, and you must be traveling quickly—they usually won't detect slow-moving vehicles.

Speed Gauge



Some Speed challenges use the speed gauge to monitor your velocity instead of radars. The number at the top of this gauge represents the velocity you must attain to win the challenge.

The speed gauge fills up as you build momentum—reach the indicated speed and then press **A** to complete the event and claim the gold.

Driving Gauge



Driving points

Some events, including all Hitchhiker and Top Models challenges, feature the driving gauge. This important HUD item is always stationed just above your GPS. The number at the top of the driving gauge indicates your current number of **driving**

points. You lose points whenever you crash into traffic or other objects, and points steadily tick away as you drive off-road. If you run out of driving points, your passenger demands to be let out and you must try again. It's therefore important to drive with care during these events.

TIP

Complete each Hitchhiker and Top Models challenge without losing any driving points to impress your passenger and score some bonus shopping coupons.



Vehicle value

All Vehicle Transport challenges use a slightly modified version of the driving gauge. Instead of monitoring your driving points, the gauge represents the **cash value** of the vehicle you're transporting—the dollar amount at the top of the gauge is the reward money you'll receive when you complete the challenge. The gauge otherwise functions exactly as it does when used for driving points—it depletes each time you smash into anything and steadily drains away whenever you drive off-road. Drive defensively and strive to get the most cash from your client during these special challenges!

TIP

Complete Vehicle Transport challenges without losing any of your reward money to receive huge cash bonuses.

Instant Challenge Requests

Whether you're playing online or off, it's possible to become involved in an instant challenge at any time. Players (or offline bots) who pass near you



can invite you to participate in these unique events by flashing their headlights at you. Whenever this occurs, a small window appears in the screen's upper-left corner, revealing the larger aspects of the challenge (how much it costs to play, etc.). Review this information, then press **A** to accept the challenge or **B** to decline.

NOTE

Tired of receiving instant challenge requests? Visit the Options menu and turn them off. (See the previous "Online Options" section for details.)

NOTE

During Free-Ride mode, you can invite nearby players (or offline bots) to join you in an instant challenge by pressing **A** to flash your headlights at them. (See the following "Instant Challenges" section for details.)

The Flow of the Game

The beauty of the game is that it never rushes you. Once you've completed the initial tutorial, the game steps back and lets you decide what you want to do, allowing you to enjoy everything it has to offer at your own pace. But with so much to see and do on the island, this lack of direction can be a bit overwhelming—what exactly are you supposed to be doing? How do you progress? When you distill the game down to its most basic aspects, you're left with a surprisingly simple equation: Explore the island, play and win challenges to earn money, then spend the money you earn on a variety of cool new toys, such as bigger houses, better vehicles, and so on. In short, the more you see and do in the game, the better!

NOTE

The game uses an intuitive auto-save feature—your progress is automatically saved each time you call up the island map, pause the game, visit your house, and more. You never have to worry about saving your game.

Advancing Your Career

You always begin your career at the Rookie level—you're a newcomer to the island who has yet to make much of an impression. As you explore your vast surroundings, complete various challenges, purchase new vehicles, and so on, you naturally fulfill a variety of different **achievements** that have been ingrained into the game. Each achievement you satisfy earns you a certain number of points, which are added to your profile's Gamerscore. You can earn a grand total of 1,000 points if you complete every achievement in the game.



Achievement progress chart

Completing achievements not only increases your profile's Gamerscore, it also advances your career. Reaching certain achievement point

milestones increases your level, which in turn opens up more of the game to you. For example, many of the challenges are restricted to players who've advanced to a certain level—you can't try them until you complete some achievements and advance.

NOTE

You can check your progress through the game at any time by visiting one of your houses. (See the following "Hangin' at Home" section for details.)



The following table details the relationship between achievement points and career advancement.

Achievement Points and Level Advancement

Points	Level	Notes
0-29	Rookie	Starting level; you have access to Rookie challenges.
30-90	Amateur	Photos mode becomes available; you gain access to Amateur-level challenges.
90-179	Pro	Editor mode becomes available; you gain access to Pro-level challenges.
180-449	Expert	You gain access to Expert-level challenges; you gain access to Ford Island.
450-999	Champion	You gain access to all challenges; you gain access to O'ahu Raceway.
1,000	Ace	Congratulations! You've mastered the game!

Exploring Oahu—Free-Ride Mode

Whenever you're out exploring the streets of Oahu, you're playing in what's known as Free-Ride mode. You can do a great many things in Free-Ride mode that you're unable to do at any other time, including these option:

- Pause the game with  to access Photos mode, Editor mode, or the Options menu
- Call up the island map (by pressing )
- Visit various Key Locations (car showrooms, your house, etc.)
- Try different challenges (Races, Time Attacks, etc.)
- Participate in high-stakes instant challenges with other online players (or offline bots)
- Group up with other online players using the Auxiliary menus
- Drive around as much as you please and explore the island to discover its many secrets

Traffic and Police



In the game, Oahu is full of life—and lots of traffic. During Free-Ride mode, you and other online players (or offline bots) aren't the only ones taking up Oahu's scenic highways

and byways—pedestrian vehicles are everywhere, driving this way and that, obeying traffic laws as their drivers go about their daily lives, completely oblivious to the high-octane havoc you could wreak at any moment. It's best to control yourself and avoid smashing into these on-road obstacles, however. Colliding with pedestrian vehicles during Free-Ride mode earns you lots of heat from the island's steadfast police force.

TEST DRIVE

an Unlimited



Each time you smash into traffic, you earn the ire of Oahu's finest. The police bar HUD item appears at the top of your screen, indicating how badly the cops want to

catch you, along with the general location of the nearest police cruiser. (See the previous "The HUD" section for more on the police bar.) The more accidents you become involved in, the harder the police try to bring you down. You receive a ticket and must pay a hefty fine if the cops manage to slow you down and arrest you.



When you receive a ticket, the size of the fine is calculated through a variety of factors, including the number of accidents you caused during the chase, the number of

police bar badges that were lit when you were arrested, and so on. Ticket fines can become astronomical, so steer clear of traffic and police as best as you can.

NOTE

When playing online, police cruisers do not patrol the streets in Free-Ride mode. Instead, you're automatically issued a ticket the moment all three of your police bar's badges become full.

Areas of Interest

The primary reason to drive around in Free-Ride mode is to explore the island and discover its many areas of interest.

These areas are clearly marked by large, glowing signs that hover above the road—if you drive near one, you can't miss it. Drive up to one of these glowing signs and press **A** to enter the area of interest it represents, whatever it may be.



Home, sweet home!

NOTE

When you can't enter a certain area of interest, an error message appears at the bottom of your screen, explaining why you cannot enter.

Each area of interest on the island belongs to one of two categories: Challenges or Key Locations.

Challenges are places to test your driving skills, earn some cash, and generally progress through the game. There are many different types of challenges for you to try, including Races, Time Attacks, Speed events, and more. Some challenges require you to reach a certain level or drive a specific type of vehicle before you can play.

Key Locations are places to visit when you're looking to spend some money, acquire some information, or just hang out. Car showrooms, vehicle rental agencies, high-end tuners, paint shops, houses, and more all fall into the Key Location category. In short, any area of interest on the island that isn't a challenge is considered to be a Key Location.

NOTE

Online-only challenges and Key Locations do not appear in the game when playing offline. This includes all multiplayer Races and Speed challenges, as well as all club and drive-in Key Locations.

Instant Challenges



During Free-Ride mode, you can invite other players in your vicinity to join you in an instant challenge at any time by pressing **A** to flash your headlights at them. This

simple act on your part sends the player an instant challenge request, which he or she must then choose to either accept or reject. If the player accepts your challenge, the island map appears, and you must designate where the race's finish line will be (your current location is always used as the start line). Pick a spot that's at least one mile from your current location and press **A** to set it as the race's finish. The challenge then begins—race hard!

NOTE

Visit the Game Options portion of the Options menu to set your default stake for instant challenges. The value you enter there is the default amount of money you're willing to put up against anyone who agrees to race you in an instant challenge. Your opponent automatically matches your stake when he or she accepts your instant challenge request, and the winner takes all!

Players (or offline bots) who pass near you can invite you to participate in instant challenges by flashing their headlights at you as well. Whenever this occurs, a small window appears in your screen's upper-left corner, revealing the larger aspects of the challenge (how much it costs to play, etc.). Review this information, then press **A** to accept the challenge or **B** to decline.



NOTE

If you're tired of receiving instant challenge requests, visit the Online portion of the Options menu and turn them off. (See the previous "Options" section for details.)

Using the Map

Press **Map** during Free-Ride mode to call up the island map. This wondrous tool allows you to view every road, building, and tree on the island, showing you the many different areas of interest you've discovered. The right side of the map provides basic information on each area of interest you target on the map, such as its name, location, and so on.

NOTE

Your progress is auto-saved each time you press **Map** and call up the map.

Use **Left Stick** to move the map cursor and **Right Stick** to pan your view of the terrain. Press **Left Stick** and **Right Stick** to zoom the map in and out. There are four different zoom levels:



Full view—major freeways only



Zoom: 2X—freeways and highways



Zoom: 3X—all roads are shown



Zoom: 4X—all roads are shown

Notice the four tiny menu tabs at the upper-left corner of the map screen: Challenges, Key Locations, Players, and Bookmarks. Press **Left Stick** and **Right Stick** to cycle through these tabs. As you do, the map's icons change to show the areas of interest that pertain to the currently selected tab. This helps you filter out unwanted information when searching for a specific area of interest.

TIP

To further narrow your search for a certain area of interest, select the appropriate menu tab and press **X**. A window appears on the left side of the map, allowing you to place filters on the types of icons that are displayed under that menu tab. Hide all irrelevant icons to free the map from clutter.

You can use the map to instantly revisit any spot on the island you've previously been to. Simply target such an area on the map and press **A** to "warp" there instantly. This method of immediate transportation drastically reduces your travel time, so make good use of it! You can warp to challenges, Key Locations, players (when playing online), and bookmarks you've set through the Options menu. You can even warp to roads you've previously driven along—those roads are colored blue on the map.

If there's an area of interest on the map that you can see but can't warp to, press **Y** to target it with your GPS. Your navigation system will now guide you directly toward this new destination when you close the map and return to the road.

TIP

Discover every road on the island to make them all turn blue on the map and unlock a fabulous prize! (See the Unlockables and Secrets portion of this guide for details.)

Hangin' at Home



With so much going on around Oahu, it's surprising to find that there's a lot you can do right at your own house. The homes you own act as your bases of operation, providing places for you to kick back and review a wide variety of information pertaining to your progress through the game. You can also examine all of the vehicles you've accumulated, change your character's clothing, check your messages, trade vehicles with other players in the online community, and much more—all from the comfort of your own home.

Notice the four menu tabs along the top of the screen: Info, Garage, Trade, and Character. Highlight one and press **A** to explore its options. Here's a brief description of what each menu tab has to offer:

Info: View an onslaught of game-related statistics. Access your *TDU* messages. Check your challenge rankings. Flip through your photo album. Examine your achievements/level advancement progress. Check here often to see how well you're doing!

Garage: Take a stroll through your house's garage. Examine every detail of the vehicles you've bought, from performance statistics to interior colors. View a list of all of your vehicles and sort them between your houses. Pick a vehicle to take for a spin in Free-Ride mode.

Trade: View and purchase cars and bikes that have been sold by other players in the game community. Sell some of your own cars or bikes to recoup some cash and free up space in your garage. View your complete transaction history of sales and purchases. Purchase downloadable content from the Xbox Live Marketplace.

Character: Stop by your dressing room and change your character's clothing, from pants to shoes and accessories. Modify your character's physical appearance, from hair style to skin tone. Change your biker gear.

NOTE

To acquire new clothing, you must spend shopping coupons at Oahu's various clothing stores. Beat *Hitchhiker* and *Top Models* challenges to earn lots of shopping coupons!

General Racing Tips

We've walked you through the particulars of your new life in Oahu—now it's time to discuss how to become a force when the rubber meets the road. The following sections detail the most fundamental aspects of competitive racing in the game. Read on for tips that will help sharpen your competitive edge.

The Racing Line

Every course has what's known as a "racing line"—the ideal route one would take when trying to achieve the lowest possible lap times. Racing lines are based off basic laws of physics and the principle that the shortest distance between two points (in this case, the beginning and end of a course) is a straight line. Following a course's racing line is the best way to reach its finish in the shortest amount of time.

Most types of challenges, including Races and Time Attacks, allow you to take test runs through their courses before you attempt to actually clear the event.

Simply press **Y** at the Challenge Setup menu to try a test run. During these trial runs, the course's racing line is shown on the road in front of you, revealing the ideal method of approaching and navigating through every twist and turn you encounter. Take multiple test runs to perfect your skills on a course, following its racing line until you acquire a feel for how you should be positioning yourself to blast through each turn.

Follow enough racing lines and you begin to notice some patterns. For instance, when cruising down a long straight that features very gradual bends, racing

lines usually steer you along the inside of each curve. This is because the shortest distance through each bend is a straight line. Realisms such as these are the driving force behind the idea of the racing line—look for these constancies and use them as guidelines when competing in unfamiliar territory.

Cornering and Drifting

Proper cornering technique is perhaps the single most important skill to work on when you're looking to improve your competitive edge. Anyone can floor it and tear down a straightaway with ease, but it takes talent to speed through twists and turns without losing control. All things being equal, the driver who's most adept at rounding corners often comes out the victor, so be sure to work on your turns!

TIP

When you want to practice your cornering technique, start with short, simple courses that feature a few tough turns, then gradually work your way up to the hard stuff, such as treacherous mountain passes.





One of the general rules when following the aforementioned racing line is to approach sharp corners from the outside of the road. This isn't always the case in Oahu,

as traffic conditions and road undulation can cause some corners to require special treatment. But for the most part, you should approach corners from the outside. Move to the outside of the road and brake hard as you make your approach.

TIP

The speed at which you should approach a corner depends on a variety of factors, not the least of which is the way your vehicle handles. Experiment and find the cornering threshold for every vehicle you own.

The moment you start to enter the turn, steer hard toward the inside of the corner and release the brake. This causes the rear of your vehicle to slide outward into



what's known as a powerslide (or drift). Feather the gas to maintain a controlled slide as you drift around the corner, accelerating harder as you exit the turn to speed onward.

TIP

If you're having trouble cornering or drifting, try adjusting your driving aid or shutting it off entirely.

Voilà! You've rounded the turn with excellent speed and control, achieving a high exit velocity. This is especially important when rounding turns that lead into long straights—the faster you're traveling when you enter the straight, the sooner you'll reach your vehicle's top speed!



Blocking Opponents



Here's a commonly used technique that seems a bit underhanded, but only when it's being used against you. The fine art of positioning your vehicle on the road to prevent

your opponents from passing you has been around since the dawn of the racing game, and it's still viable today here. When you know you've messed up and can feel your rivals drawing near, press **Ⓢ** to look behind you and see which side of the road they're approaching from, then swerve to block them. If they manage to pass, give them a nudge and see if you can slow them down or make them crash. Whatever you do, don't give up your position without a fight!

Dealing with Traffic

While traffic can be used in some very devious ways—nudging a passing opponent into a head-on collision, for example—it's generally considered to be more of a hindrance than a help. Learn to deal with traffic or you'll waste lots of time crashing—and lots of cash paying traffic tickets.

TIP

For the most part, pedestrian vehicles adhere to the in-game rules of the road. They use blinkers to signal turns and lane changes, and they brake for red lights at intersections. Keep this in mind as you race and try to anticipate what each vehicle ahead of you might do.

Best case traffic-related scenario: Wide, straight roads with nothing but same-way traffic. In fact, any road that's restricted to same-way traffic is good in our book! Keep your distance from each vehicle you encounter and watch for blinkers that signal lane changes. Otherwise, floor it!



Second-best traffic-related scenario: You're cruising along a relatively straight stretch of road and you encounter a same-way moving vehicle, but there's no oncoming traffic at the time. This one's easy: Drive up behind the car, then floor it and pass on the left, quickly veering back into the right lane once you've completed the pass. If an oncoming car suddenly appears, slow down and time your pass with greater care.

When you need to fly down a long straight at top speed, the safest and most effective way to avoid traffic is to travel along the breakdown lanes. This lets you blow past each on-road vehicle without fear of sudden lane changes or oncoming cars. This is risky when traveling on curvy roads, however—it's easy to miscalculate and end up in a tree.



CAUTION

Don't use sidewalks to avoid traffic, as you would use breakdown lanes—your vehicle's wheels can become unbalanced when you drive on sidewalks, and you often end up slowing down or skidding out of control.

During some challenges, the competition is just too fierce and you can't afford to slow down to avoid traffic. In these cases, you have the risky option of "threading the needle," or driving down the center of the road, passing between pairs of pedestrian vehicles like a piece of string that's being threaded through the eye of a sewing needle. While this is the most dangerous way to slip past traffic, sometimes it's the only available option. Use sparingly!



Drafting

The technique of drafting can help you overtake opponents who are racing a short distance ahead of you. To draft your opponent, position yourself directly behind a leading vehicle and follow in its wake. This drastically reduces the amount of wind resistance against your car. Use this technique to get a quick boost of speed before making a pass.



Vehicles

This portion of the guide is dedicated to revealing every bit of statistical information pertaining to all 90 vehicles featured in the game. We begin with group-by-group comparison charts designed to help you quickly narrow your search for the perfect car or bike. Once you've found an ideal candidate, flip to its overview section for much more information, including its engine/chassis stats and a table that reveals the performance upgrades you can purchase for the vehicle at the appropriate High-End Tuner. For ease of use, the overview sections are listed alphabetically by vehicle make and model.

Comparison Chart: Group A Vehicles

Vehicle Name	Locked?	Dealership	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive	Page
Chrysler® ME FOUR-TWELVE Concept Car	Yes	Chrysler® (Kailua Heights: H-11)	—	90	84	70	63	248 mph	2.9 sec	RWD	40
Enzo Ferrari	No	Ferrari-Maserati (Waikiki: I-10)	\$650,000	82	64	100	86	217 mph	3.4 sec	RWD	42
Enzo Ferrari: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$100,000	85	68	100	86	224 mph	3.2 sec	RWD	42
Enzo Ferrari: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$145,000	88	72	100	90	230 mph	3.0 sec	RWD	42
Enzo Ferrari: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$290,000	90	77	100	95	239 mph	2.9 sec	RWD	42
Koenigsegg CC8S	No	European Independents (Mililani: F-6)	\$400,000	82	78	75	67	239 mph	3.4 sec	RWD	48
Koenigsegg CC8S: Bronze Tune (01)	N/A	European Specialist (Hawaii Kai: I-12)	\$70,000	84	83	75	67	247 mph	3.3 sec	RWD	48
Koenigsegg CC8S: Silver Tune (02)	N/A	European Specialist (Hawaii Kai: I-12)	\$120,000	85	87	77	78	254 mph	3.2 sec	RWD	48
Koenigsegg CC8S: Gold Tune (03)	N/A	European Specialist (Hawaii Kai: I-12)	\$200,000	88	93	80	81	263 mph	3.0 sec	RWD	48
Lamborghini Murciélago Coupe	No	Lamborghini (Maunaloa: I-12), Lamborghini (Mililani: F-6)	\$280,000	80	56	86	64	206 mph	3.6 sec	4WD	49
Lamborghini Murciélago Coupe: Bronze Tune (01)	No	Forza Tuner (Hahaione: I-12)	\$70,000	81	60	86	64	212 mph	3.5 sec	4WD	49
Lamborghini Murciélago Coupe: Silver Tune (02)	No	Forza Tuner (Hahaione: I-12)	\$100,000	84	64	88	70	218 mph	3.3 sec	4WD	49
Lamborghini Murciélago Coupe: Gold Tune (03)	No	Forza Tuner (Hahaione: I-12)	\$150,000	87	70	90	77	226 mph	3.1 sec	4WD	49
Maserati MC12	No	Ferrari-Maserati (Waikiki: I-10)	\$750,000	77	56	95	83	205 mph	3.8 sec	RWD	51
Maserati MC12: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$150,000	78	59	95	83	211 mph	3.7 sec	RWD	51
Maserati MC12: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$300,000	81	63	96	89	217 mph	3.5 sec	RWD	51
Maserati MC12: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$450,000	82	69	97	94	225 mph	3.4 sec	RWD	51
McLaren F1	No	British Independents (Pa'a La'a Kai: C-4)	\$1,000,000	85	78	88	58	240 mph	3.2 sec	RWD	52
McLaren F1: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$100,000	88	83	88	60	247 mph	3.0 sec	RWD	52
McLaren F1: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$150,000	90	88	89	64	254 mph	2.9 sec	RWD	52
McLaren F1: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$300,000	91	94	90	68	264 mph	2.8 sec	RWD	52
McLaren F1 GTR	No	British Independents (Pa'a La'a Kai: C-4)	\$1,500,000	90	60	92	62	211 mph	2.9 sec	RWD	53
McLaren F1 GTR: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$100,000	91	64	92	62	217 mph	2.8 sec	RWD	53
McLaren F1 GTR: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$150,000	93	68	93	68	223 mph	2.7 sec	RWD	53
McLaren F1 GTR: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$300,000	93	73	94	72	232 mph	2.7 sec	RWD	53
Mercedes-Benz SLR McLaren	No	Mercedes-Benz (Kapahulu: I-10)	\$460,000	81	57	82	90	207 mph	3.5 sec	RWD	55
Mercedes-Benz SLR McLaren: Bronze Tune (01)	N/A	European Specialist (Hawaii Kai: I-12)	\$75,000	82	61	82	90	213 mph	3.4 sec	RWD	55

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Vehicle Name	Locked?	Dealership	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive	Page
Mercedes-Benz SLR McLaren: Silver Tune (02)	N/A	European Specialist (Hawai'i Kai: I-12)	\$130,000	84	65	84	94	220 mph	3.3 sec	RWD	55
Mercedes-Benz SLR McLaren: Gold Tune (03)	N/A	European Specialist (Hawai'i Kai: I-12)	\$220,000	85	70	86	97	228 mph	3.2 sec	RWD	55
Pagani Zonda C12S	No	Italian Independents (Cemetery: F-10)	\$414,000	80	64	90	58	217 mph	3.6 sec	RWD	57
Pagani Zonda C12S: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$80,000	81	68	90	58	224 mph	3.5 sec	RWD	57
Pagani Zonda C12S: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$125,000	84	72	92	74	230 mph	3.3 sec	RWD	57
Pagani Zonda C12S: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$220,000	87	77	94	82	239 mph	3.1 sec	RWD	57
Saleen S7 Twin-Turbo	No	US Independents (Keolu Hills: G-11)	\$555,000	91	70	80	67	226 mph	2.8 sec	RWD	58
Saleen S7 Twin-Turbo: Bronze Tune (01)	N/A	US Muscle Tuner (Palolo: I-10)	\$81,000	91	74	80	67	233 mph	2.8 sec	RWD	58
Saleen S7 Twin-Turbo: Silver Tune (02)	N/A	US Muscle Tuner (Palolo: I-10)	\$126,000	91	78	82	72	240 mph	2.8 sec	RWD	58
Saleen S7 Twin-Turbo: Gold Tune (03)	N/A	US Muscle Tuner (Palolo: I-10)	\$221,000	93	84	84	85	249 mph	2.7 sec	RWD	58

Comparison Chart: Group B Vehicles

Vehicle Name	Locked?	Dealership	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive	Page
Ascari KZ1	No	British Independents (Pa'a La'a Kai: C-4)	\$150,000	75	52	75	81	198 mph	3.9 sec	RWD	33
Ascari KZ1: Bronze Tune (01)	N/A	British Parts (Kaiona Beach: H-12)	\$48,000	77	55	75	81	204 mph	3.8 sec	RWD	33
Ascari KZ1: Silver Tune (02)	N/A	British Parts (Kaiona Beach: H-12)	\$90,000	78	59	77	89	210 mph	3.7 sec	RWD	33
Ascari KZ1: Gold Tune (03)	N/A	British Parts (Kaiona Beach: H-12)	\$155,000	80	64	79	95	218 mph	3.6 sec	RWD	33
Caterham CSR 260	No	British Independents (Aliamanu: H-8)	\$54,000	87	24	90	81	155 mph	3.1 sec	RWD	37
Caterham CSR 260: Bronze Tune (01)	N/A	British Parts (Kaiona Beach: H-12)	\$40,000	88	26	91	82	160 mph	3.0 sec	RWD	37
Caterham CSR 260: Silver Tune (02)	N/A	British Parts (Kaiona Beach: H-12)	\$70,000	90	29	92	86	164 mph	2.9 sec	RWD	37
Caterham CSR 260: Gold Tune (03)	N/A	British Parts (Kaiona Beach: H-12)	\$100,000	93	33	93	90	170 mph	2.7 sec	RWD	37
Chevrolet® Corvette® Z06™ Coupe	No	Chevrolet® Saturn™ (Palolo: I-10)	\$71,000	75	51	88	81	197 mph	3.9 sec	RWD	39
Chevrolet® Corvette® Z06™ Coupe: Bronze Tune (01)	N/A	US Muscle Tuner (Palolo: I-10)	\$40,000	75	55	88	81	203 mph	3.9 sec	RWD	39
Chevrolet® Corvette® Z06™ Coupe: Silver Tune (02)	N/A	US Muscle Tuner (Palolo: I-10)	\$70,000	80	58	90	86	209 mph	3.6 sec	RWD	39
Chevrolet® Corvette® Z06™ Coupe: Gold Tune (03)	N/A	US Muscle Tuner (Palolo: I-10)	\$110,000	82	63	92	90	217 mph	3.4 sec	RWD	39
Dodge Viper SRT 10	No	Dodge (Kailua: G-11)	\$85,000	74	46	86	78	189 mph	4.0 sec	RWD	40
Dodge Viper SRT 10: Bronze Tune (01)	N/A	US Muscle Tuner (Palolo: I-10)	\$40,000	74	49	86	78	195 mph	4.0 sec	RWD	40
Dodge Viper SRT 10: Silver Tune (02)	N/A	US Muscle Tuner (Palolo: I-10)	\$70,000	75	53	89	86	200 mph	3.9 sec	RWD	40
Dodge Viper SRT 10: Gold Tune (03)	N/A	US Muscle Tuner (Palolo: I-10)	\$110,000	85	58	90	91	208 mph	3.2 sec	RWD	40
Farboud Supercharged GTS Prototype 2005	No	British Independents (Pa'a La'a Kai: C-4)	\$150,000	77	56	85	74	205 mph	3.8 sec	RWD	42
Farboud Supercharged GTS Prototype 2005: Bronze Tune (01)	N/A	British Parts (Kaiona Beach: H-12)	\$48,000	77	59	86	77	211 mph	3.8 sec	RWD	42
Farboud Supercharged GTS Prototype 2005: Silver Tune (02)	N/A	British Parts (Kaiona Beach: H-12)	\$65,000	78	63	87	79	217 mph	3.7 sec	RWD	42
Farboud Supercharged GTS Prototype 2005: Gold Tune (03)	N/A	British Parts (Kaiona Beach: H-12)	\$155,000	80	69	88	86	225 mph	3.6 sec	RWD	42
Ferrari F430	No	Ferrari-Maserati (Kapalama: I-9), Ferrari-Maserati (Waikiki: I-10)	\$150,000	74	50	92	94	195 mph	4.0 sec	RWD	43

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Kawasaki
Koenigsegg
Lamborghini
Lotus
Maserati
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Comparison Chart: Group B Vehicles (Continued)											
Vehicle Name	Locked?	Dealership	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive	Page
Ferrari F430: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$50,000	75	53	92	94	201 mph	3.9 sec	RWD	43
Ferrari F430: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$100,000	78	57	93	100	207 mph	3.7 sec	RWD	43
Ferrari F430: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$160,000	80	62	94	100	215 mph	3.6 sec	RWD	43
Ferrari F430 Spider	No	Ferrari-Maserati (Kapalama: I-9), Ferrari-Maserati (Waikiki: I-10)	\$170,000	72	48	92	94	192 mph	4.1 sec	RWD	43
Ferrari F430 Spider: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$50,000	75	53	92	94	201 mph	3.9 sec	RWD	43
Ferrari F430 Spider: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$100,000	78	57	93	100	207 mph	3.7 sec	RWD	43
Ferrari F430 Spider: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$160,000	80	62	94	100	215 mph	3.6 sec	RWD	43
Ford GT	No	Ford (Palolo: I-10)	\$170,000	80	46	85	81	205 mph	3.3 sec	RWD	44
Ford GT: Bronze Tune (01)	N/A	US Muscle Tuner (Palolo: I-10)	\$50,000	80	50	85	81	195 mph	3.6 sec	RWD	44
Ford GT: Silver Tune (02)	N/A	US Muscle Tuner (Palolo: I-10)	\$100,000	81	53	87	87	201 mph	3.5 sec	RWD	44
Ford GT: Gold Tune (03)	N/A	US Muscle Tuner (Palolo: I-10)	\$160,000	82	58	89	93	209 mph	3.4 sec	RWD	44
Ford Shelby Cobra Concept	Yes	Ford (Palolo: I-10)	—	71	56	75	60	205 mph	4.2 sec	RWD	45
Ford Shelby GR-1 Concept	Yes	Ford (Palolo: I-10)	—	71	64	75	60	217 mph	4.2 sec	RWD	45
Jaguar XJ220	No	European Classic (Aie Moana: I-9), European Classic (Portlock: J-12)	\$160,000	74	60	65	54	211 mph	4.0 sec	RWD	46
Jaguar XJ220: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$50,000	74	64	65	54	218 mph	4.0 sec	RWD	46
Jaguar XJ220: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$100,000	75	68	67	68	224 mph	3.9 sec	RWD	46
Jaguar XJ220: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$160,000	80	74	69	74	233 mph	3.6 sec	RWD	46
Lamborghini Gallardo SE	No	Lamborghini (Maunaloa: I-12), Lamborghini (Mililani: F-6)	\$170,000	74	47	92	81	192 mph	4.0 sec	4WD	48
Lamborghini Gallardo SE: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$50,000	75	51	92	85	197 mph	3.9 sec	4WD	48
Lamborghini Gallardo SE: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$100,000	80	55	93	90	203 mph	3.6 sec	4WD	48
Lamborghini Gallardo SE: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$160,000	82	59	96	98	211 mph	3.4 sec	4WD	48
Lamborghini Gallardo Spyder	No	Lamborghini (Maunaloa: I-12), Lamborghini (Mililani: F-6)	\$193,000	69	49	90	81	195 mph	4.3 sec	4WD	49
Lamborghini Gallardo Spyder: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$50,000	71	53	90	81	201 mph	4.2 sec	4WD	49
Lamborghini Gallardo Spyder: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$100,000	75	57	91	87	206 mph	3.9 sec	4WD	49
Lamborghini Gallardo Spyder: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$160,000	77	62	94	94	214 mph	3.8 sec	4WD	49
Mercedes-Benz CLK DTM AMG	No	Mercedes-Benz (Kapahulu: I-10)	\$240,000	77	52	85	77	198 mph	3.8 sec	RWD	54
Noble M12 GT0-3R	No	British Independents (Pa'a La'a Kai: C-4)	\$90,000	78	34	91	74	170 mph	3.7 sec	RWD	57
Noble M12 GT0-3R: Bronze Tune (01)	N/A	British Parts (Kaiona Beach: H-12)	\$42,000	80	37	91	74	176 mph	3.6 sec	RWD	57
Noble M12 GT0-3R: Silver Tune (02)	N/A	British Parts (Kaiona Beach: H-12)	\$74,000	82	40	92	74	181 mph	3.4 sec	RWD	57
Noble M12 GT0-3R: Gold Tune (03)	N/A	British Parts (Kaiona Beach: H-12)	\$143,000	85	44	93	77	188 mph	3.2 sec	RWD	57
Volkswagen W12 Coupe	Yes	Volkswagen (Hawaii Kai: J-12)	—	81	64	75	54	217 mph	3.5 sec	RWD	61

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Vehicle Name	Locked?	Dealership	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive	Page
Alfa Romeo 8c Competizione	Yes	Alfa Romeo (McCully: I-10)	—	69	44	73	67	186 mph	4.3 sec	RWD	33
Aston Martin Vanquish S V12	No	Aston Martin (Aliamanu: H-8)	\$262,000	71	52	80	60	200 mph	4.6 sec	RWD	35
Aston Martin Vanquish S V12: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$40,000	72	56	80	67	205 mph	4.1 sec	RWD	35
Aston Martin Vanquish S V12: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$60,000	74	60	82	75	211 mph	4.0 sec	RWD	35
Aston Martin Vanquish S V12: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$120,000	78	65	84	82	219 mph	3.7 sec	RWD	35
Chevrolet® Corvette® C6™ Coupe	No	Chevrolet® Saturn™ (Palolo: I-10)	\$52,000	72	40	81	78	180 mph	4.1 sec	RWD	38
Chevrolet® Corvette® C6™ Coupe: Bronze Tune (01)	N/A	US Muscle Tuner (Palolo: I-10)	\$30,000	74	43	81	85	185 mph	4.0 sec	RWD	38
Chevrolet® Corvette® C6™ Coupe: Silver Tune (02)	N/A	US Muscle Tuner (Palolo: I-10)	\$45,000	75	46	82	93	191 mph	3.9 sec	RWD	38
Chevrolet® Corvette® C6™ Coupe: Gold Tune (03)	N/A	US Muscle Tuner (Palolo: I-10)	\$90,000	77	51	83	95	198 mph	3.8 sec	RWD	38
Chrysler® Firepower Concept Car	Yes	Chrysler® (Kailua Heights: H-11)	—	66	36	72	81	174 mph	4.5 sec	RWD	40
Ferrari 288 GTO	No	European Classic (Kailua: G-11)	\$300,000	63	46	80	54	189 mph	4.7 sec	RWD	42
Ferrari 288 GTO: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$40,000	65	49	80	54	195 mph	4.6 sec	RWD	42
Ferrari 288 GTO: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$60,000	68	53	82	55	200 mph	4.4 sec	RWD	42
Ferrari 288 GTO: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$120,000	69	58	84	63	208 mph	4.3 sec	RWD	42
Ferrari 575M Maranello	No	Ferrari-Maserati (Kapalama: I-9), Ferrari-Maserati (Waikiki: I-10)	\$230,000	71	54	90	59	201 mph	4.2 sec	RWD	43
Ferrari 575M Maranello: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$39,000	77	57	90	59	208 mph	3.8 sec	RWD	43
Ferrari 575M Maranello: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$59,000	80	61	91	67	214 mph	3.6 sec	RWD	43
Ferrari 575M Maranello: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$115,000	81	66	92	75	222 mph	3.5 sec	RWD	43
Lotus Sport Exige 240R	No	British Independents (Aliamanu: H-8)	\$82,000	75	24	95	74	155 mph	3.9 sec	RWD	50
Lotus Sport Exige 240R: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$30,000	77	26	95	74	160 mph	3.8 sec	RWD	50
Lotus Sport Exige 240R: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$45,000	80	29	96	89	164 mph	3.6 sec	RWD	50
Lotus Sport Exige 240R: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$90,000	82	33	97	91	170 mph	3.4 sec	RWD	50
Mercedes-Benz SL 65 AMG	No	Mercedes-Benz (Kapahulu: I-10)	\$225,000	71	24	72	71	155 mph	4.2 sec	RWD	54
Mercedes-Benz SL 65 AMG: Bronze Tune (01)	N/A	European Specialist (Hawai'i Kai: I-12)	\$45,000	72	26	72	71	160 mph	4.1 sec	RWD	54
Mercedes-Benz SL 65 AMG: Silver Tune (02)	N/A	European Specialist (Hawai'i Kai: I-12)	\$80,000	78	29	74	77	164 mph	3.7 sec	RWD	54
Mercedes-Benz SL 65 AMG: Gold Tune (03)	N/A	European Specialist (Hawai'i Kai: I-12)	\$130,000	81	33	76	81	170 mph	3.5 sec	RWD	54
Noble M14	No	British Independents (Pa'a La'a Kai: C-4)	\$115,000	69	46	90	74	189 mph	4.3 sec	RWD	57
Noble M14: Bronze Tune (01)	N/A	British Parts (Kaiona Beach: H-12)	\$32,000	69	49	90	74	195 mph	4.3 sec	RWD	57
Noble M14: Silver Tune (02)	N/A	British Parts (Kaiona Beach: H-12)	\$47,000	74	53	91	82	200 mph	4.0 sec	RWD	57
Noble M14: Gold Tune (03)	N/A	British Parts (Kaiona Beach: H-12)	\$93,000	77	58	92	87	208 mph	3.8 sec	RWD	57
Spyker C8 Laviolette	No	European Independents (Mililani: F-6)	\$235,000	68	44	80	60	186 mph	4.4 sec	RWD	57
Spyker C8 Laviolette: Bronze Tune (01)	N/A	European Specialist (Hawai'i Kai: I-12)	\$39,000	69	47	80	60	192 mph	4.3 sec	RWD	60
Spyker C8 Laviolette: Silver Tune (02)	N/A	European Specialist (Hawai'i Kai: I-12)	\$60,000	72	51	82	67	197 mph	4.1 sec	RWD	60

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Spyker C8 Laviolette: Gold Tune (03)	N/A	European Specialist (Hawaii Kai: I-12)	\$120,000	75	56	84	74	205 mph	3.9 sec	RWD	60
TVR Sagaris	No	British Independents (Aliamanu: H-8)	\$100,000	78	26	85	67	159 mph	3.7 sec	RWD	60
TVR Sagaris: Bronze Tune (01)	N/A	British Parts (Kaiona Beach: H-12)	\$31,000	78	29	87	67	163 mph	3.7 sec	RWD	60
TVR Sagaris: Silver Tune (02)	N/A	British Parts (Kaiona Beach: H-12)	\$46,000	80	32	89	74	168 mph	3.6 sec	RWD	60
TVR Sagaris: Gold Tune (03)	N/A	British Parts (Kaiona Beach: H-12)	\$92,000	81	36	91	77	175 mph	3.5 sec	RWD	60
TVR Tuscan S	No	British Independents (Aliamanu: H-8)	\$80,000	75	24	85	67	155 mph	3.9 sec	RWD	61
TVR Tuscan S: Bronze Tune (01)	N/A	British Parts (Kaiona Beach: H-12)	\$30,000	75	26	87	67	160 mph	3.9 sec	RWD	61
TVR Tuscan S: Silver Tune (02)	N/A	British Parts (Kaiona Beach: H-12)	\$45,000	78	29	89	74	164 mph	3.7 sec	RWD	61
TVR Tuscan S: Gold Tune (03)	N/A	British Parts (Kaiona Beach: H-12)	\$90,000	80	33	91	78	170 mph	3.6 sec	RWD	61
Volkswagen W12 Roadster	Yes	Volkswagen (Hawaii Kai: J-12)	—	66	44	75	54	186 mph	4.5 sec	RWD	62

Comparison Chart: Group D Vehicles											
Vehicle Name	Locked?	Dealership	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive	Page
Aston Martin DB7 Zagato	No	Aston Martin (Aliamanu: H-8)	\$290,000	60	42	72	40	200 mph	4.9 sec	RWD	34
Aston Martin DB7 Zagato: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$30,000	65	46	72	45	190 mph	4.6 sec	RWD	34
Aston Martin DB7 Zagato: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$45,000	66	49	74	63	195 mph	4.5 sec	RWD	34
Aston Martin DB7 Zagato: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$75,000	74	54	76	74	203 mph	4.0 sec	RWD	34
Aston Martin DB9 Coupe	No	Aston Martin (Aliamanu: H-8)	\$148,000	66	44	76	50	186 mph	4.7 sec	RWD	34
Aston Martin DB9 Coupe: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$30,000	68	47	76	54	192 mph	4.4 sec	RWD	34
Aston Martin DB9 Coupe: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$45,000	72	51	78	67	197 mph	4.1 sec	RWD	34
Aston Martin DB9 Coupe: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$75,000	75	56	80	74	205 mph	3.9 sec	RWD	35
Aston Martin DB9 Volante	No	Aston Martin (Aliamanu: H-8)	\$161,000	60	44	76	50	186 mph	4.9 sec	RWD	35
Aston Martin DB9 Volante: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$30,000	63	47	76	50	192 mph	4.7 sec	RWD	35
Aston Martin DB9 Volante: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$45,000	66	51	78	68	197 mph	4.5 sec	RWD	35
Aston Martin DB9 Volante: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$75,000	69	56	80	75	205 mph	4.3 sec	RWD	35
Aston Martin V8 Vantage	No	Aston Martin (Aliamanu: H-8)	\$100,000	62	44	78	60	186 mph	4.8 sec	RWD	35
Aston Martin V8 Vantage: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$25,000	63	47	78	60	192 mph	4.7 sec	RWD	35
Aston Martin V8 Vantage: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$40,000	71	51	80	79	197 mph	4.2 sec	RWD	35
Aston Martin V8 Vantage: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$60,000	75	56	82	86	205 mph	3.9 sec	RWD	35
Cadillac® XLR-V™	No	Cadillac® (Wai'anae: G-3)	\$100,000	60	28	60	67	161 mph	4.9 sec	RWD	37
Cadillac® XLR-V™: Bronze Tune (01)	N/A	Today's American Parts (McCully: I-10)	\$30,000	62	31	60	67	166 mph	4.8 sec	RWD	37
Cadillac® XLR-V™: Silver Tune (02)	N/A	Today's American Parts (McCully: I-10)	\$45,000	66	34	62	83	171 mph	4.5 sec	RWD	37
Cadillac® XLR-V™: Gold Tune (03)	N/A	Today's American Parts (McCully: I-10)	\$75,000	74	38	64	86	177 mph	4.0 sec	RWD	37

Vehicle Name	Locked?	Dealership	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive	Page
Chrysler® 300C® SRT-8	No	Chrysler® (Kailua Heights: H-11)	\$50,000	60	30	50	64	164 mph	4.9 sec	RWD	39
Chrysler® 300C® SRT-8: Bronze Tune (01)	N/A	Today's American Parts (McCully: I-10)	\$20,000	63	33	50	64	169 mph	4.7 sec	RWD	39
Chrysler® 300C® SRT-8: Silver Tune (02)	N/A	Today's American Parts (McCully: I-10)	\$35,000	71	36	52	81	174 mph	4.2 sec	RWD	39
Chrysler® 300C® SRT-8: Gold Tune (03)	N/A	Today's American Parts (McCully: I-10)	\$65,000	75	40	54	90	181 mph	3.9 sec	RWD	39
Ford Mustang GT-R Concept	Yes	Ford (Palolo: I-10)	—	62	24	74	67	155 mph	4.8 sec	RWD	45
Jaguar XKR Coupe	No	Jaguar (Aliamanu: H-8)	\$97,200	56	24	75	58	155 mph	5.2 sec	RWD	47
Jaguar XKR Coupe: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$30,000	60	26	75	58	160 mph	4.9 sec	RWD	47
Jaguar XKR Coupe: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$45,000	65	29	76	77	164 mph	4.6 sec	RWD	47
Jaguar XKR Coupe: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$75,000	72	33	77	83	170 mph	4.1 sec	RWD	47
Lotus Elise 111R	No	British Independents (Aliamanu: H-8)	\$43,200	60	20	84	75	150 mph	4.9 sec	RWD	50
Lotus Elise 111R: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$20,000	62	23	84	75	154 mph	4.8 sec	RWD	50
Lotus Elise 111R: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$35,000	69	26	86	91	159 mph	4.3 sec	RWD	50
Lotus Elise 111R: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$65,000	72	30	88	100	165 mph	4.1 sec	RWD	50
Lotus Esprit V8	No	British Independents (Aliamanu: H-8)	\$50,000	60	36	70	60	175 mph	4.9 sec	RWD	50
Lotus Esprit V8: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$23,000	63	40	70	64	180 mph	4.7 sec	RWD	50
Lotus Esprit V8: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$38,000	68	43	72	81	185 mph	4.4 sec	RWD	50
Lotus Esprit V8: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$67,000	72	48	74	85	192 mph	4.1 sec	RWD	50
Maserati GranSport	No	Ferrari-Maserati (Kapalama: I-9), Ferrari-Maserati (Waikiki: I-10)	\$107,500	61	40	84	81	180 mph	4.8 sec	RWD	51
Maserati GranSport: Bronze Tune (01)	N/A	Forza Tuner (Waikiki: I-10)	\$29,000	63	43	84	81	185 mph	4.7 sec	RWD	51
Maserati GranSport: Silver Tune (02)	N/A	Forza Tuner (Waikiki: I-10)	\$44,000	69	46	86	93	191 mph	4.3 sec	RWD	51
Maserati GranSport: Gold Tune (03)	N/A	Forza Tuner (Waikiki: I-10)	\$74,000	75	51	88	100	198 mph	3.9 sec	RWD	51
Maserati Spyder 90th Anniversary	No	Ferrari-Maserati (Kapalama: I-9)	\$110,000	59	37	82	78	175 mph	5.0 sec	RWD	52
Maserati Spyder 90th Anniversary: Bronze Tune (01)	N/A	Forza Tuner (Waikiki: I-10)	\$30,000	62	40	82	78	181 mph	4.8 sec	RWD	52
Maserati Spyder 90th Anniversary: Silver Tune (02)	N/A	Forza Tuner (Waikiki: I-10)	\$45,000	68	43	84	94	186 mph	4.4 sec	RWD	52
Maserati Spyder 90th Anniversary: Gold Tune (03)	N/A	Forza Tuner (Waikiki: I-10)	\$75,000	74	48	86	100	193 mph	4.0 sec	RWD	52
Maserati Spyder Cambiocorsa	No	Ferrari-Maserati (Kapalama: I-9), Ferrari-Maserati (Waikiki: I-10)	\$103,000	59	37	82	78	175 mph	5.0 sec	RWD	52
Maserati Spyder Cambiocorsa: Bronze Tune (01)	N/A	Forza Tuner (Waikiki: I-10)	\$28,000	62	40	82	78	181 mph	4.8 sec	RWD	52
Maserati Spyder Cambiocorsa: Silver Tune (02)	N/A	Forza Tuner (Waikiki: I-10)	\$43,000	69	43	84	94	186 mph	4.3 sec	RWD	52
Maserati Spyder Cambiocorsa: Gold Tune (03)	N/A	Forza Tuner (Waikiki: I-10)	\$73,000	74	48	86	100	193 mph	4.0 sec	RWD	52
Mercedes-Benz CLK 55 AMG	No	Mercedes-Benz (Kapahulu: I-10)	\$89,400	62	24	65	77	155 mph	4.8 sec	RWD	53
Mercedes-Benz CLK 55 AMG: Bronze Tune (01)	N/A	European Specialist (Hawai'i Kai: I-12)	\$28,000	66	26	65	77	160 mph	4.5 sec	RWD	53
Mercedes-Benz CLK 55 AMG: Silver Tune (02)	N/A	European Specialist (Hawai'i Kai: I-12)	\$43,000	72	29	66	90	164 mph	4.1 sec	RWD	53

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Mercedes-Benz CLK 55 AMG: Gold Tune (03)	N/A	European Specialist (Hawaii Kai: I-12)	\$73,000	77	33	67	100	170 mph	3.8 sec	RWD	53
Mercedes-Benz CLS 55 AMG	No	Mercedes-Benz (Kapaehulu: I-10)	\$107,000	65	24	63	77	155 mph	4.6 sec	RWD	53
Mercedes-Benz CLS 55 AMG: Bronze Tune (01)	N/A	European Specialist (Hawaii Kai: I-12)	\$30,000	69	26	63	77	160 mph	4.3 sec	RWD	53
Mercedes-Benz CLS 55 AMG: Silver Tune (02)	N/A	European Specialist (Hawaii Kai: I-12)	\$70,000	74	29	65	90	164 mph	4.0 sec	RWD	53
Mercedes-Benz CLS 55 AMG: Gold Tune (03)	N/A	European Specialist (Hawaii Kai: I-12)	\$90,000	80	33	67	94	170 mph	3.6 sec	RWD	53
Mercedes-Benz SLK 55 AMG	No	Mercedes-Benz (Kapaehulu: I-10)	\$72,850	60	24	77	77	155 mph	4.9 sec	RWD	55
Mercedes-Benz SLK 55 AMG: Bronze Tune (01)	N/A	European Specialist (Hawaii Kai: I-12)	\$15,000	60	36	77	90	174 mph	4.9 sec	RWD	55
Wiesmann Roadster MF3	No	German Independents (Ahuimanu: F-10)	\$70,000	60	26	81	67	158 mph	4.9 sec	RWD	62
Wiesmann Roadster MF3: Bronze Tune (01)	N/A	European Specialist (Hawaii Kai: I-12)	\$20,000	63	29	83	74	163 mph	4.7 sec	RWD	62
Wiesmann Roadster MF3: Silver Tune (02)	N/A	European Specialist (Hawaii Kai: I-12)	\$35,000	66	32	85	79	167 mph	4.5 sec	RWD	62
Wiesmann Roadster MF3: Gold Tune (03)	N/A	European Specialist (Hawaii Kai: I-12)	\$65,000	71	36	87	89	174 mph	4.2 sec	RWD	62

Comparison Chart: Group E Vehicles											
Vehicle Name	Locked?	Dealership	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive	Page
Audi A6 4.2 quattro	No	Audi (Mo'ilili: I-10)	\$71,000	38	24	60	60	155 mph	6.4 sec	4WD	36
Audi A6 4.2 quattro: Bronze Tune (01)	N/A	European Specialist (Hawaii Kai: I-12)	\$13,000	42	26	60	60	160 mph	6.1 sec	4WD	36
Audi A6 4.2 quattro: Silver Tune (02)	N/A	European Specialist (Hawaii Kai: I-12)	\$26,000	48	29	62	81	164 mph	5.7 sec	4WD	36
Audi A6 4.2 quattro: Gold Tune (03)	N/A	European Specialist (Hawaii Kai: I-12)	\$46,000	50	33	64	89	170 mph	5.6 sec	4WD	36
Audi S4 Cabriolet	No	Audi (Mo'ilili: I-10)	\$55,000	45	24	70	64	155 mph	5.9 sec	4WD	36
Audi S4 Cabriolet: Bronze Tune (01)	N/A	European Specialist (Hawaii Kai: I-12)	\$11,000	48	26	70	64	160 mph	5.7 sec	4WD	36
Audi S4 Cabriolet: Silver Tune (02)	N/A	European Specialist (Hawaii Kai: I-12)	\$22,000	51	29	71	82	164 mph	5.5 sec	4WD	36
Audi S4 Cabriolet: Gold Tune (03)	N/A	European Specialist (Hawaii Kai: I-12)	\$42,000	54	33	72	93	170 mph	5.3 sec	4WD	44
Ford Mustang GT Convertible	No	Ford (Palolo: I-10)	\$30,000	57	20	69	52	149 mph	5.1 sec	RWD	44
Ford Mustang GT Convertible: Bronze Tune (01)	N/A	US Muscle Tuner (Palolo: I-10)	\$10,000	62	22	75	52	153 mph	4.8 sec	RWD	44
Ford Mustang GT Convertible: Silver Tune (02)	N/A	US Muscle Tuner (Palolo: I-10)	\$20,000	66	25	77	64	158 mph	4.5 sec	RWD	44
Ford Mustang GT Convertible: Gold Tune (03)	N/A	US Muscle Tuner (Palolo: I-10)	\$40,000	69	29	78	74	164 mph	4.3 sec	RWD	44
Ford Mustang GT Coupe	No	Ford (Palolo: I-10)	\$25,000	57	20	69	52	149 mph	5.1 sec	RWD	44
Ford Mustang GT Coupe: Bronze Tune (01)	N/A	US Muscle Tuner (Palolo: I-10)	\$10,000	62	22	75	52	153 mph	4.8 sec	RWD	44
Ford Mustang GT Coupe: Silver Tune (02)	N/A	US Muscle Tuner (Palolo: I-10)	\$20,000	66	25	77	64	158 mph	4.5 sec	RWD	44
Ford Mustang GT Coupe: Gold Tune (03)	N/A	US Muscle Tuner (Palolo: I-10)	\$40,000	68	29	78	74	164 mph	4.4 sec	RWD	44
Jaguar XK Convertible	No	Jaguar (Aliamanu: H-8)	\$81,000	44	24	70	58	155 mph	6.0 sec	RWD	46
Jaguar XK Convertible: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$15,000	48	26	70	58	160 mph	5.7 sec	RWD	46
Jaguar XK Convertible: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$30,000	53	29	72	72	164 mph	5.4 sec	RWD	46
Jaguar XK Convertible: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$50,000	57	33	74	85	170 mph	5.1 sec	RWD	46

Vehicle Name	Locked?	Dealership	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive	Page
Jaguar XK Coupe	No	Jaguar (Aliamanu: H-8)	\$75,000	45	24	70	58	155 mph	5.9 sec	RWD	47
Jaguar XK Coupe: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$15,000	48	26	70	58	160 mph	5.7 sec	RWD	47
Jaguar XK Coupe: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$30,000	56	29	72	72	164 mph	5.2 sec	RWD	47
Jaguar XK Coupe: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$50,000	60	33	74	82	170 mph	4.9 sec	RWD	47
NISSAN 350Z Coupe	No	NISSAN (Ala Wai Golf: J-10)	\$35,100	45	24	75	77	155 mph	5.9 sec	RWD	56
NISSAN 350Z Coupe: Bronze Tune (01)	N/A	Japanese Import (Aliamanu: H-8)	\$5,000	51	24	80	87	155 mph	5.5 sec	RWD	56
NISSAN 350Z Coupe: Silver Tune (02)	N/A	Japanese Import (Aliamanu: H-8)	\$10,000	54	32	82	87	167 mph	5.3 sec	RWD	56
NISSAN 350Z Coupe: Gold Tune (03)	N/A	Japanese Import (Aliamanu: H-8)	\$20,000	57	38	84	87	177 mph	5.1 sec	RWD	56
NISSAN 350Z NISMO S-Tune	No	NISSAN (Ala Wai Golf: J-10)	\$40,000	51	24	80	87	155 mph	5.5 sec	RWD	56
NISSAN 350Z NISMO S-Tune: Silver Tune (02)	N/A	Japanese Import (Aliamanu: H-8)	\$10,000	54	32	82	87	167 mph	5.3 sec	RWD	56
NISSAN 350Z NISMO S-Tune: Gold Tune (03)	N/A	Japanese Import (Aliamanu: H-8)	\$20,000	57	38	84	87	177 mph	5.1 sec	RWD	56
Pontiac® GTD®	No	Pontiac® (Hickam Village: H-8)	\$40,000	53	24	69	59	155 mph	5.4 sec	RWD	58
Pontiac® GTD®: Bronze Tune (01)	N/A	US Muscle Tuner (Palolo: I-10)	\$12,000	56	26	69	59	160 mph	5.2 sec	RWD	58
Pontiac® GTD®: Silver Tune (02)	N/A	US Muscle Tuner (Palolo: I-10)	\$22,000	62	29	70	79	164 mph	4.8 sec	RWD	58
Pontiac® GTD®: Gold Tune (03)	N/A	US Muscle Tuner (Palolo: I-10)	\$42,000	66	33	71	85	170 mph	4.5 sec	RWD	58

Comparison Chart: Group F Vehicles

Vehicle Name	Locked?	Dealership	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive	Page
Alfa GT 3.2 V6 24v	No	Alfa Romeo (McCully: I-10)	\$38,000	34	21	74	67	151 mph	6.7 sec	FWD	33
Alfa GT 3.2 V6 24v: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$4,000	39	26	74	67	158 mph	6.3 sec	FWD	33
Alfa GT 3.2 V6 24v: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$7,000	45	32	74	67	167 mph	5.9 sec	FWD	33
Alfa GT 3.2 V6 24v: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$12,000	53	38	74	67	177 mph	5.4 sec	FWD	33
Audi A3 3.2 quattro DSG	No	Audi (Mo'ili'ili: I-10)	\$37,000	38	22	68	68	152 mph	6.4 sec	RWD	36
Audi A3 3.2 quattro DSG: Bronze Tune (01)	N/A	European Specialist (Hawai'i Kai: I-12)	\$5,500	42	24	68	68	156 mph	6.1 sec	RWD	36
Audi A3 3.2 quattro DSG: Silver Tune (02)	N/A	European Specialist (Hawai'i Kai: I-12)	\$11,000	47	27	70	82	161 mph	5.8 sec	RWD	36
Audi A3 3.2 quattro DSG: Gold Tune (03)	N/A	European Specialist (Hawai'i Kai: I-12)	\$22,000	50	31	73	94	167 mph	5.6 sec	RWD	36
Audi TT quattro sport	No	Audi (Mo'ili'ili: I-10)	\$42,000	45	24	71	68	155 mph	5.9 sec	4WD	37
Audi TT quattro sport: Bronze Tune (01)	N/A	European Specialist (Hawai'i Kai: I-12)	\$7,000	48	26	71	71	160 mph	5.7 sec	4WD	37
Audi TT quattro sport: Silver Tune (02)	N/A	European Specialist (Hawai'i Kai: I-12)	\$15,000	51	29	73	83	164 mph	5.5 sec	4WD	37
Audi TT quattro sport: Gold Tune (03)	N/A	European Specialist (Hawai'i Kai: I-12)	\$30,000	60	33	75	91	170 mph	4.9 sec	4WD	37
Chevrolet® SSR™	No	Chevrolet®-Saturn™ (Palolo: I-10)	\$40,000	22	4	45	54	124 mph	7.5 sec	RWD	39
Chevrolet® SSR™: Bronze Tune (01)	N/A	US Muscle Tuner (Palolo: I-10)	\$6,500	26	6	45	54	128 mph	7.2 sec	RWD	39
Chevrolet® SSR™: Silver Tune (02)	N/A	US Muscle Tuner (Palolo: I-10)	\$14,000	34	8	47	71	131 mph	6.7 sec	RWD	39
Chevrolet® SSR™: Gold Tune (03)	N/A	US Muscle Tuner (Palolo: I-10)	\$28,000	38	11	50	75	136 mph	6.4 sec	RWD	39
Saturn™ Sky™	No	Chevrolet®-Saturn™ (Palolo: I-10)	\$23,000	26	14	70	51	139 mph	7.2 sec	RWD	59

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Comparison Chart: Group 6 Vehicles

Vehicle Name	Locked?	Dealership	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive	Page
AC 289	No	European Classic (Portlock: J-12)	\$100,000	51	12	35	27	137 mph	5.5 sec	RWD	32
AC 289: Bronze Tune (01)	N/A	British Parts (Kaiona Beach: H-12)	\$25,000	54	15	35	32	142 mph	5.3 sec	RWD	32
AC 289: Silver Tune (02)	N/A	British Parts (Kaiona Beach: H-12)	\$40,000	56	18	37	52	146 mph	5.2 sec	RWD	32
AC 289: Gold Tune (03)	N/A	British Parts (Kaiona Beach: H-12)	\$70,000	62	21	39	56	151 mph	4.8 sec	RWD	32
Aston Martin DB4 GT Zagato	No	European Classic (Portlock: J-12)	\$3,000,000	42	22	60	27	152 mph	6.1 sec	RWD	34
Aston Martin DB4 GT Zagato: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$30,000	45	25	60	27	157 mph	5.9 sec	RWD	34
Aston Martin DB4 GT Zagato: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$50,000	48	28	62	52	154 mph	6.1 sec	RWD	34
Aston Martin DB4 GT Zagato: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$80,000	51	32	64	55	168 mph	5.5 sec	RWD	34
Chevrolet® Camaro® Z-28™	No	US Muscles (Diamond Head: J-10)	\$30,000	41	4	15	12	124 mph	6.2 sec	RWD	38
Chevrolet® Camaro® Z-28™: Bronze Tune (01)	N/A	US Muscle Tuner (Palolo: I-10)	\$10,000	44	6	15	12	128 mph	6.0 sec	RWD	38
Chevrolet® Camaro® Z-28™: Silver Tune (02)	N/A	US Muscle Tuner (Palolo: I-10)	\$20,000	47	8	17	35	131 mph	5.8 sec	RWD	38
Chevrolet® Camaro® Z-28™: Gold Tune (03)	N/A	US Muscle Tuner (Palolo: I-10)	\$30,000	50	11	19	40	136 mph	5.6 sec	RWD	38
Chevrolet® Corvette® Stingray™ 69	No	US Muscles (Diamond Head: J-10)	\$40,000	44	4	20	40	124 mph	6.0 sec	RWD	38
Chevrolet® Corvette® Stingray™ 69: Bronze Tune (01)	N/A	US Muscle Tuner (Palolo: I-10)	\$10,000	44	6	15	12	128 mph	6.0 sec	RWD	38
Chevrolet® Corvette® Stingray™ 69: Silver Tune (02)	N/A	US Muscle Tuner (Palolo: I-10)	\$20,000	47	8	17	35	131 mph	5.8 sec	RWD	38
Chevrolet® Corvette® Stingray™ 69: Gold Tune (03)	N/A	US Muscle Tuner (Palolo: I-10)	\$30,000	50	11	19	40	136 mph	5.6 sec	RWD	38
Jaguar Type E Coupe	No	European Classic (Ala Moana: I-9), European Classic (Kahalu'u: F-9), European Classic (La'ie: B-8), European Classic (Portlock: J-12)	\$40,000	26	22	35	52	152 mph	7.2 sec	RWD	46
Jaguar Type E Coupe: Bronze Tune (01)	N/A	British Specialist (Aliamanu: H-8)	\$20,000	26	25	35	56	157 mph	7.2 sec	RWD	46
Jaguar Type E Coupe: Silver Tune (02)	N/A	British Specialist (Aliamanu: H-8)	\$35,000	35	28	37	71	162 mph	6.6 sec	RWD	46
Jaguar Type E Coupe: Gold Tune (03)	N/A	British Specialist (Aliamanu: H-8)	\$65,000	41	32	39	78	168 mph	6.2 sec	RWD	46
Lamborghini Miura P400SV	No	European Classic (Ala Moana: I-9), European Classic (Kailua: G-11), European Classic (La'ie: B-8)	\$160,000	34	40	60	40	180 mph	6.7 sec	RWD	49
Lamborghini Miura P400SV: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$30,000	38	43	62	43	185 mph	6.4 sec	RWD	49
Lamborghini Miura P400SV: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$45,000	41	46	64	52	191 mph	6.2 sec	RWD	49
Lamborghini Miura P400SV: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$75,000	50	51	66	59	198 mph	5.6 sec	RWD	49
Maserati 3500 GT	No	European Classic (Kahalu'u: F-9), European Classic (Kailua: G-11), European Classic (Shafter: H-8)	\$55,000	20	16	40	27	142 mph	7.6 sec	RWD	51
Maserati 3500 GT: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$20,000	23	18	40	27	147 mph	7.4 sec	RWD	51
Maserati 3500 GT: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$35,000	28	21	42	48	151 mph	7.1 sec	RWD	51
Maserati 3500 GT: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$60,000	35	25	44	56	157 mph	6.6 sec	RWD	51

TEST DRIVE

an Limited

Vehicle Name	Locked?	Dealership	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive	Page
Mercedes-Benz 300 SL Gullwing	No	European Classic (Portlock: J-12), European Classic (Shafter: H-8)	\$300,000	11	10	45	27	134 mph	8.2 sec	RWD	53
Mercedes-Benz 300 SL Gullwing: Bronze Tune (01)	N/A	European Specialist (Hawaii Kai: I-12)	\$50,000	14	13	45	31	138 mph	8.0 sec	RWD	53
Mercedes-Benz 300 SL Gullwing: Silver Tune (02)	N/A	European Specialist (Hawaii Kai: I-12)	\$75,000	17	16	47	54	142 mph	7.8 sec	RWD	53
Mercedes-Benz 300 SL Gullwing: Gold Tune (03)	N/A	European Specialist (Hawaii Kai: I-12)	\$100,000	26	19	49	63	148 mph	7.2 sec	RWD	53
Pontiac® Firebird™	No	US Muscles (Diamond Head: J-10)	\$30,000	28	4	10	6	124 mph	7.1 sec	RWD	58
Pontiac® Firebird™: Bronze Tune (01)	N/A	US Muscle Tuner (Palolo: I-10)	\$5,000	31	6	10	6	128 mph	6.9 sec	RWD	58
Pontiac® Firebird™: Silver Tune (02)	N/A	US Muscle Tuner (Palolo: I-10)	\$15,000	35	9	15	24	132 mph	6.6 sec	RWD	58
Pontiac® Firebird™: Gold Tune (03)	N/A	US Muscle Tuner (Palolo: I-10)	\$30,000	38	12	20	36	137 mph	6.4 sec	RWD	58
Shelby Cobra® Daytona Coupe™	No	US Muscles (Diamond Head: J-10)	\$1,000,000	72	46	66	40	189 mph	4.1 sec	RWD	59
Shelby Cobra® Daytona Coupe™: Bronze Tune (01)	N/A	US Muscle Tuner (Palolo: I-10)	\$40,000	74	49	66	40	195 mph	4.0 sec	RWD	59
Shelby Cobra® Daytona Coupe™: Silver Tune (02)	N/A	US Muscle Tuner (Palolo: I-10)	\$80,000	75	53	68	47	200 mph	3.9 sec	RWD	59
Shelby Cobra® Daytona Coupe™: Gold Tune (03)	N/A	US Muscle Tuner (Palolo: I-10)	\$120,000	78	58	70	56	208 mph	3.7 sec	RWD	59
Shelby GT500® '67	No	US Muscles (Diamond Head: J-10)	\$200,000	41	12	20	13	136 mph	6.2 sec	RWD	59
Shelby GT500® '67: Bronze Tune (01)	N/A	US Muscle Tuner (Palolo: I-10)	\$30,000	45	14	20	18	140 mph	5.9 sec	RWD	59
Shelby GT500® '67: Silver Tune (02)	N/A	US Muscle Tuner (Palolo: I-10)	\$45,000	48	17	22	36	144 mph	5.7 sec	RWD	59
Shelby GT500® '67: Gold Tune (03)	N/A	US Muscle Tuner (Palolo: I-10)	\$75,000	51	20	24	47	150 mph	5.5 sec	RWD	59

Comparison Chart: Group mA Vehicles

Vehicle Name	Locked?	Dealership	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive	Page
Ducati 999 R	No	European Motorcycles (Mokuleia: D-4)	\$30,000	90	36	95	74	174 mph	2.9 sec	RWD	41
Ducati 999 R: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$13,000	90	39	96	78	179 mph	2.9 sec	RWD	41
Ducati 999 R: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$20,000	91	42	97	82	184 mph	2.8 sec	RWD	41
Ducati 999 R: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$30,000	93	47	98	86	191 mph	2.7 sec	RWD	41
Kawasaki Ninja ZX-10R	No	Japanese Motorcycles (Makiki: I-9)	\$14,000	88	42	97	70	183 mph	3.0 sec	RWD	47
Kawasaki Ninja ZX-10R: Bronze Tune (01)	N/A	Japanese Import (Aliamanu: H-8)	\$10,000	90	45	98	72	188 mph	2.9 sec	RWD	47
Kawasaki Ninja ZX-10R: Silver Tune (02)	N/A	Japanese Import (Aliamanu: H-8)	\$15,000	91	49	99	79	194 mph	2.8 sec	RWD	47
Kawasaki Ninja ZX-10R: Gold Tune (03)	N/A	Japanese Import (Aliamanu: H-8)	\$25,000	93	53	100	86	201 mph	2.7 sec	RWD	47
MV Agusta F4 Tamburini	No	European Motorcycles (Mokuleia: D-4)	\$45,000	87	46	97	74	190 mph	3.1 sec	RWD	56
MV Agusta F4 Tamburini: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$15,000	88	50	98	81	195 mph	3.0 sec	RWD	56
MV Agusta F4 Tamburini: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$25,000	90	53	99	89	201 mph	2.9 sec	RWD	56
MV Agusta F4 Tamburini: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$40,000	93	58	100	91	209 mph	2.7 sec	RWD	56

Comparison Chart: Group mB Vehicles

Vehicle Name	Locked?	Dealership	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive	Page
Ducati Monster S4R	No	European Motorcycles (Mokuleia: D-4)	\$13,500	74	20	75	68	149 mph	4.0 sec	RWD	41
Ducati Monster S4R: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$5,000	75	22	76	71	153 mph	3.9 sec	RWD	41

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Ducati Monster S4R: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$10,000	78	25	77	75	158 mph	3.7 sec	RWD	41
Ducati Monster S4R: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$20,000	81	29	78	81	164 mph	3.5 sec	RWD	41
Ducati Supersport 1000 DS	No	European Motorcycles (Mokule'ia: D-4)	\$10,800	77	16	80	63	142 mph	3.8 sec	RWD	41
Ducati Supersport 1000 DS: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$5,000	78	18	81	63	147 mph	3.7 sec	RWD	41
Ducati Supersport 1000 DS: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$10,000	80	21	82	68	151 mph	3.6 sec	RWD	41
Ducati Supersport 1000 DS: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$20,000	82	25	83	75	157 mph	3.4 sec	RWD	41
Kawasaki Z1000	No	Japanese Motorcycles (Makiki: I-9)	\$10,100	81	22	100	67	152 mph	3.5 sec	RWD	48
Kawasaki Z1000: Bronze Tune (01)	N/A	Japanese Import (Aliamanu: H-8)	\$5,000	59	24	70	60	156 mph	5.0 sec	RWD	48
Kawasaki Z1000: Silver Tune (02)	N/A	Japanese Import (Aliamanu: H-8)	\$10,000	62	27	75	67	161 mph	4.8 sec	RWD	48
Kawasaki Z1000: Gold Tune (03)	N/A	Japanese Import (Aliamanu: H-8)	\$20,000	66	31	80	81	167 mph	4.5 sec	RWD	48
MV Agusta F4 Brutale 910S	No	European Motorcycles (Mokule'ia: D-4)	\$16,000	81	26	92	70	159 mph	3.5 sec	RWD	56
MV Agusta F4 Brutale 910S: Bronze Tune (01)	N/A	Forza Tuner (Hahaione: I-12)	\$5,000	81	20	93	60	164 mph	3.5 sec	RWD	56
MV Agusta F4 Brutale 910S: Silver Tune (02)	N/A	Forza Tuner (Hahaione: I-12)	\$10,000	85	32	94	81	169 mph	3.2 sec	RWD	56
MV Agusta F4 Brutale 910S: Gold Tune (03)	N/A	Forza Tuner (Hahaione: I-12)	\$20,000	88	37	95	87	175 mph	3.0 sec	RWD	56
Triumph Speed Triple	No	Triumph (Wai'anae: G-3)	\$11,500	84	24	80	62	155 mph	3.3 sec	RWD	60
Triumph Speed Triple: Bronze Tune (01)	N/A	British Parts (Kaiona Beach: H-12)	\$7,000	87	26	81	64	160 mph	3.1 sec	RWD	60
Triumph Speed Triple: Silver Tune (02)	N/A	British Parts (Kaiona Beach: H-12)	\$10,000	88	29	82	70	164 mph	3.0 sec	RWD	60
Triumph Speed Triple: Gold Tune (03)	N/A	British Parts (Kaiona Beach: H-12)	\$15,000	90	33	83	77	170 mph	2.9 sec	RWD	60

NOTE

We've spent a great deal of time playing *Test Drive Unlimited* and have developed a special fondness for a few of its vehicles. We've marked our favorites with our patented Prima's Pick logo (PP), which you'll find in some vehicles' overview sections. These are in no way the best vehicles in the game; they're just our own, personal favorites, and we wanted to share them with you.

AC



Available At: European Classic (Portlock: J-12)

High-End Tuner: British Parts (Kaiona Beach: H-12)

Price: \$100,000



AC 289

Engine Stats

Type: V8
Cylindered Capacity: 4,727 cc
Horsepower: 270 bhp
Maximum Torque: 311 lbs/ft
Red Line: 6,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 185/70/15
Rear Tires: 185/70/15
Front Brakes: Discs
Rear Brakes: Discs

Maximum Speed:
137 mph

0-60:
5.5 seconds

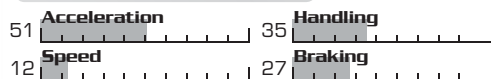
Maximum Horsepower:
270 bhp

Weight:
2,314 lbs

Weight/Power Ratio:
8.574 lbs/bhp

AC 289 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	51	12	35	27	137 mph	5.5 sec	270 bhp	2,314 lbs	G
01	\$25,000	54	15	35	32	142 mph	5.3 sec	283 bhp	2,314 lbs	G
02	\$40,000	56	18	37	52	146 mph	5.2 sec	302 bhp	2,222 lbs	G
03	\$70,000	62	21	39	56	151 mph	4.8 sec	324 bhp	2,222 lbs	G



TEST DRIVE

Alfa Romeo



Available At: Alfa Romeo
(McCully: I-10)
High-End Tuner: Forza Tuner
(Hahaione: I-12)
Price: \$38,000



Alfa Romeo GT 3.2 V6 24v Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	34	21	74	67	151 mph	6.7 sec	240 bhp	3,108 lbs	F
01	\$4,000	39	26	74	67	158 mph	6.3 sec	260 bhp	3,108 lbs	F
02	\$7,000	45	32	74	67	167 mph	5.9 sec	300 bhp	2,976 lbs	F
03	\$12,000	53	38	74	67	177 mph	5.4 sec	350 bhp	2,866 lbs	F

Alfa Romeo GT 3.2 V6 24v

Engine Stats

Type: V6
Cylindereed Capacity: 3,179 cc
Horsepower: 240 bhp
Maximum Torque: 221 lbs/ft
Red Line: 7,000 rpm

Chassis Stats

Drivetrain: Front wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 215/45/17
Rear Tires: 215/45/17
Front Brakes: Vented discs
Rear Brakes: Discs

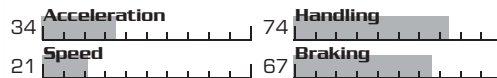
Maximum Speed:
151 mph

0-60:
6.7 seconds

Maximum Horsepower:
240 bhp

Weight:
3,108 lbs

Weight/Power Ratio:
12.952 lbs/bhp



Alfa Romeo

NOTE - You must successfully complete the "Tour of the Island" offline Race challenge to unlock this vehicle for purchase.



Available At: Alfa Romeo
(McCully: I-10)
Price: —



Alfa Romeo 8c Competizione Performance Upgrades

The Alfa Romeo 8c Competizione cannot be tuned.

Alfa Romeo 8c Competizione

Engine Stats

Type: V8
Cylindereed Capacity: 4,244 cc
Horsepower: 400 bhp
Maximum Torque: 325 lbs/ft
Red Line: 7,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 245/40/20
Rear Tires: 275/34/20
Front Brakes: Vented discs
Rear Brakes: Vented discs

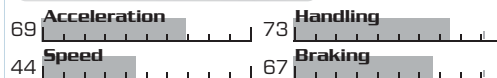
Maximum Speed:
186 mph

0-60:
4.3 seconds

Maximum Horsepower:
400 bhp

Weight:
3,306 lbs

Weight/Power Ratio:
8.267 lbs/bhp



Ascari



Available At: British Independents
(Pa'a La'a Kai: C-4)
High-End Tuner: British Parts
(Kaiona Beach: H-12)
Price: \$150,000



Ascari KZ1 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	75	52	75	81	198 mph	3.9 sec	500 bhp	2,932 lbs	B
01	\$48,000	77	55	75	81	204 mph	3.8 sec	525 bhp	2,932 lbs	B
02	\$90,000	78	59	77	89	210 mph	3.7 sec	560 bhp	2,814 lbs	B
03	\$155,000	80	64	79	95	218 mph	3.6 sec	600 bhp	2,814 lbs	B

Engine Stats

Type: V8
Cylindereed Capacity: 4,941 cc
Horsepower: 500 bhp
Maximum Torque: 368 lbs/ft
Red Line: 7,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 235/35/19
Rear Tires: 305/30/19
Front Brakes: Vented drilled discs
Rear Brakes: Vented drilled discs

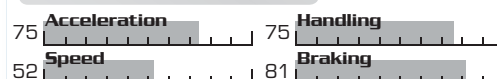
Maximum Speed:
198 mph

0-60:
3.9 seconds

Maximum Horsepower:
500 bhp

Weight:
2,932 lbs

Weight/Power Ratio:
5.864 lbs/bhp



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Chrysler

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Ford

Jaguar

Kawasaki

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Shelby

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Triumph

TVR

VW

Wiesmann

KEY LOCATIONS

CHALLENGES

MULTIPLAYER

UNLOCKABLES

& SECRETS

Aston Martin



Aston Martin DB4 GT Zagato

Available At: European Classic
(Portlock: J-12)

High-End Tuner: British
Specialist (Aliamanu: H-8)

Price: \$3,000,000



Aston Martin DB4 GT Zagato Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	42	22	60	27	152 mph	6.1 sec	314 bhp	2,757 lbs	G
01	\$30,000	45	25	60	27	157 mph	5.9 sec	329 bhp	2,757 lbs	G
02	\$50,000	48	28	62	52	162 mph	5.7 sec	351 bhp	2,647 lbs	G
03	\$80,000	51	32	64	55	168 mph	5.5 sec	376 bhp	2,647 lbs	G

Engine Stats

Type: 6-cylinder in-line
Cylindered Capacity: 3,670 cc
Horsepower: 314 bhp
Maximum Torque: 278 lbs/ft
Red Line: 6,500 rpm

Maximum Speed:
154 mph

0-60:
6.1 seconds

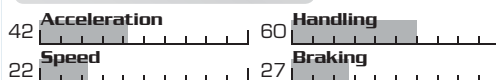
Maximum Horsepower:
314 bhp

Weight:
2,758 lbs

Weight/Power Ratio:
8.783 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 185/70/16
Rear Tires: 185/70/16
Front Brakes: Discs
Rear Brakes: Discs



Aston Martin



Aston Martin DB7 Zagato

Available At: Aston Martin
(Aliamanu: H-8)

High-End Tuner: British
Specialist (Aliamanu: H-8)

Price: \$290,000



Aston Martin DB7 Zagato Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	60	42	72	40	184 mph	4.9 sec	434 bhp	3,968 lbs	D
01	\$30,000	65	46	72	45	190 mph	4.6 sec	455 bhp	3,968 lbs	D
02	\$45,000	66	49	74	63	195 mph	4.5 sec	486 bhp	3,809 lbs	D
03	\$75,000	74	54	76	74	203 mph	4.0 sec	520 bhp	3,809 lbs	D

Engine Stats

Type: V12
Cylindered Capacity: 5,935 cc
Horsepower: 520 bhp
Maximum Torque: 410 lbs/ft
Red Line: 7,000 rpm

Maximum Speed:
184 mph

0-60:
4.9 seconds

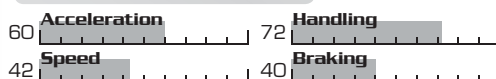
Maximum Horsepower:
434 bhp

Weight:
4,070 lbs

Weight/Power Ratio:
9.144 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 245/40/18
Rear Tires: 265/35/18
Front Brakes: Vented discs
Rear Brakes: Vented discs



Aston Martin



Aston Martin DB9 Coupe

Available At: Aston Martin
(Aliamanu: H-8)

High-End Tuner: British
Specialist (Aliamanu: H-8)

Price: \$148,000



Aston Martin DB9 Coupe Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	66	44	76	50	186 mph	4.5 sec	450 bhp	3,769 lbs	D
01	\$30,000	68	47	76	54	192 mph	4.4 sec	472 bhp	3,769 lbs	D
02	\$45,000	72	51	78	67	197 mph	4.1 sec	504 bhp	3,619 lbs	D
03	\$75,000	75	56	80	74	205 mph	3.9 sec	540 bhp	3,619 lbs	D

Engine Stats

Type: V12
Cylindered Capacity: 5,935 cc
Horsepower: 450 bhp
Maximum Torque: 420 lbs/ft
Red Line: 7,000 rpm

Maximum Speed:
186 mph

0-60:
4.7 seconds

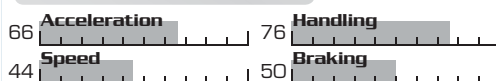
Maximum Horsepower:
450 bhp

Weight:
3,970 lbs

Weight/Power Ratio:
8.378 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Sequential
Front Tires: 235/40/19
Rear Tires: 275/35/19
Front Brakes: Vented discs
Rear Brakes: Vented discs



TEST DRIVE

unlimited

Aston Martin



Aston Martin DB9 Volante

Available At: Aston Martin
(Aliamanu: H-8)

High-End Tuner: British
Specialist (Aliamanu: H-8)

Price: \$161,000



Engine Stats

Type: V12
Cylindereed Capacity: 5,935 cc
Horsepower: 450 bhp
Maximum Torque: 420 lbs/ft
Red Line: 7,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Sequential
Front Tires: 235/40/19
Rear Tires: 275/35/19
Front Brakes: Vented discs
Rear Brakes: Vented discs

Maximum
Speed:
186 mph

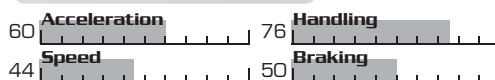
0-60:
4.9 seconds

Maximum
Horsepower:
450 bhp

Weight:
4,090 lbs

Weight/
Power Ratio:
8.378 lbs/bhp

Aston Martin DB9 Volante Performance Upgrades										
Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	60	44	76	50	186 mph	4.9 sec	450 bhp	3,769 lbs	D
01	\$30,000	63	47	76	50	192 mph	4.7 sec	472 bhp	3,769 lbs	D
02	\$45,000	66	51	78	68	197 mph	4.5 sec	504 bhp	3,619 lbs	D
03	\$75,000	69	56	80	75	205 mph	4.3 sec	540 bhp	3,619 lbs	D



Aston Martin



Aston Martin V8 Vantage

Available At: Aston Martin
(Aliamanu: H-8)

High-End Tuner: British
Specialist (Aliamanu: H-8)

Price: \$100,000



Engine Stats

Type: V8
Cylindereed Capacity: 4,300 cc
Horsepower: 380 bhp
Maximum Torque: 302 lbs/ft
Red Line: 7,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 235/45/19
Rear Tires: 275/40/19
Front Brakes: Vented discs
Rear Brakes: Vented discs

Maximum
Speed:
175 mph

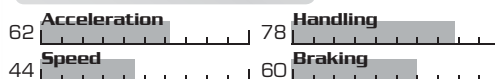
0-60:
4.9 seconds

Maximum
Horsepower:
380 bhp

Weight:
3,595 lbs

Weight/
Power Ratio:
9.109 lbs/bhp

Aston Martin V8 Vantage Performance Upgrades										
Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	62	44	78	60	186 mph	4.8 sec	380 bhp	3,461 lbs	D
01	\$25,000	63	47	78	60	192 mph	4.7 sec	399 bhp	3,461 lbs	D
02	\$40,000	71	51	80	79	197 mph	4.2 sec	425 bhp	3,322 lbs	D
03	\$60,000	75	56	82	86	205 mph	3.9 sec	456 bhp	3,322 lbs	D



Aston Martin



Aston Martin Vanquish 5 V12

Available At: Aston Martin
(Aliamanu: H-8)

High-End Tuner: British
Specialist (Aliamanu: H-8)

Price: \$262,900



Engine Stats

Type: V12
Cylindereed Capacity: 5,935 cc
Horsepower: 520 bhp
Maximum Torque: 425 lbs/ft
Red Line: 7,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Sequential
Front Tires: 255/40/19
Rear Tires: 285/40/19
F Brakes: Steel slotted vented discs
R Brakes: Steel slotted vented discs

Maximum
Speed:
200 mph

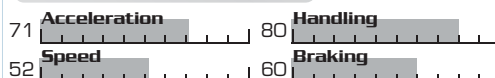
0-60:
4.6 seconds

Maximum
Horsepower:
520 bhp

Weight:
4,133 lbs

Weight/
Power Ratio:
7.949 lbs/bhp

Aston Martin Vanquish 5 V12 Performance Upgrades										
Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	71	52	80	60	199 mph	4.2 sec	520 bhp	4,133 lbs	C
01	\$40,000	72	56	80	67	205 mph	4.1 sec	546 bhp	4,133 lbs	C
02	\$60,000	74	60	82	75	211 mph	4.0 sec	582 bhp	3,968 lbs	C
03	\$120,000	78	65	84	82	219 mph	3.7 sec	624 bhp	3,968 lbs	C



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Audi



GROUP F

Audi A3 3.2 Quattro DSG

Available At: Audi (Mo'ili'i: I-10)

High-End Tuner: European Specialist (Hawai'i Kai: I-12)

Price: \$37,000



Audi A3 3.2 quattro DSG Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	38	22	68	68	152 mph	6.4 sec	250 bhp	3,362 lbs	F
01	\$5,500	42	24	68	68	156 mph	6.1 sec	262 bhp	3,362 lbs	F
02	\$11,000	47	27	70	82	161 mph	5.8 sec	280 bhp	3,227 lbs	F
03	\$22,000	50	31	73	94	167 mph	5.6 sec	300 bhp	3,227 lbs	F

Engine Stats

Type: V6
Cylindered Capacity: 3,200 cc
Horsepower: 250 bhp
Maximum Torque: 235 lbs/ft
Red Line: 6,500 rpm

Maximum Speed: 152 mph

0-60: 6.4 seconds

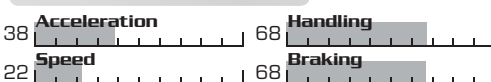
Maximum Horsepower: 250 bhp

Weight: 3,362 lbs

Weight/Power Ratio: 13.448 lbs/bhp

Chassis Stats

Drivetrain: 4WD
Engine Position: Front
Gearbox: Sequential
Front Tires: 225/45/17
Rear Tires: 225/45/17
Front Brakes: Vented discs
Rear Brakes: Vented discs



Audi



GROUP E

Audi A6 4.2 Quattro

Available At: Audi (Mo'ili'i: I-10)

High-End Tuner: British Specialist (Aliamanu: I-8), European Specialist (Hawai'i Kai: I-12)

Price: \$71,000



Audi A6 4.2 quattro Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	38	24	60	60	155 mph	6.4 sec	330 bhp	3,847 lbs	E
01	\$13,000	42	26	60	60	160 mph	6.1 sec	346 bhp	3,847 lbs	E
02	\$26,000	48	29	62	81	164 mph	5.7 sec	369 bhp	3,693 lbs	E
03	\$46,000	50	33	64	89	170 mph	5.6 sec	396 bhp	3,693 lbs	E

Engine Stats

Type: V8
Cylindered Capacity: 4,200 cc
Horsepower: 330 bhp
Maximum Torque: 309 lbs/ft
Red Line: 7,000 rpm

Maximum Speed: 155 mph

0-60: 6.4 seconds

Maximum Horsepower: 330 bhp

Weight: 3,847 lbs

Weight/Power Ratio: 11.658 lbs/bhp

Chassis Stats

Drivetrain: 4WD
Engine Position: Front
Gearbox: Automatic
Front Tires: 225/45/17
Rear Tires: 225/45/17
Front Brakes: Vented discs
Rear Brakes: Vented discs



Audi



GROUP E

Audi S4 Cabriolet

Available At: Audi (Mo'ili'i: I-10)

High-End Tuner: European Specialist (Hawai'i Kai: I-12)

Price: \$55,000



Audi S4 Cabriolet Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	45	24	70	64	155 mph	5.9 sec	340 bhp	4,078 lbs	E
01	\$11,000	48	26	70	64	160 mph	5.7 sec	357 bhp	4,078 lbs	E
02	\$22,000	51	29	71	82	164 mph	5.5 sec	380 bhp	3,915 lbs	E
03	\$42,000	54	33	72	93	170 mph	5.3 sec	408 bhp	3,915 lbs	E

Engine Stats

Type: V8
Cylindered Capacity: 4,200 cc
Horsepower: 340 bhp
Maximum Torque: 302 lbs/ft
Red Line: 7,200 rpm

Maximum Speed: 155 mph

0-60: 5.9 seconds

Maximum Horsepower: 340 bhp

Weight: 4,078 lbs

Weight/Power Ratio: 11.996 lbs/bhp

Chassis Stats

Drivetrain: 4WD
Engine Position: Front
Gearbox: Sequential
Front Tires: 235/40/18
Rear Tires: 235/40/18
Front Brakes: Vented discs
Rear Brakes: Vented discs



TEST DRIVE

unlimited

Audi



Available At: Audi (Mo'ili'ili: I-10)
 High-End Tuner: European
 Specialist (Hawai'i Kai: I-12)
 Price: \$42,000



Audi TT quattro sport Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	45	24	71	68	155 mph	5.9 sec	240 bhp	3,172 lbs	F
01	\$7,000	48	26	71	71	160 mph	5.7 sec	252 bhp	3,172 lbs	F
02	\$15,000	51	29	73	83	164 mph	5.5 sec	268 bhp	3,045 lbs	F
03	\$30,000	60	33	75	91	170 mph	4.9 sec	288 bhp	3,045 lbs	F

Audi TT Quattro Sport

Engine Stats

Type: 4-cylinder in-line
 Cylindered Capacity: 1,781 cc
 Horsepower: 240 bhp
 Maximum Torque: 235 lbs/ft
 Red Line: 6,600 rpm

Chassis Stats

Drivetrain: 4WD
 Engine Position: Front
 Gearbox: Mechanical
 Front Tires: 265/40/18
 Rear Tires: 235/40/18
 Front Brakes: Vented discs
 Rear Brakes: Vented discs

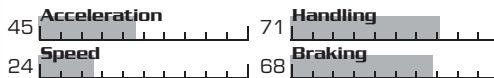
Maximum
Speed:
155 mph

0-60:
5.9 seconds

Maximum
Horsepower:
240 bhp

Weight:
3,172 lbs

Weight/
Power Ratio:
13.219 lbs/bhp



Cadillac



Available At: Cadillac®
 (Wai'anae: G-3)
 High-End Tuner: Today's
 American Parts (McCully: I-10)
 Price: \$100,000



Cadillac® XLR-V™ Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	60	28	60	67	161 mph	4.9 sec	440 bhp	3,644 lbs	D
01	\$30,000	62	31	60	67	166 mph	4.8 sec	462 bhp	3,644 lbs	D
02	\$45,000	66	34	62	83	171 mph	4.5 sec	492 bhp	3,498 lbs	D
03	\$75,000	74	38	64	86	177 mph	4.0 sec	528 bhp	3,498 lbs	D

Cadillac® XLR-V™

Engine Stats

Type: V8
 Cylindered Capacity: 4,371 cc
 Horsepower: 440 bhp
 Maximum Torque: 424 lbs/ft
 Red Line: 6,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
 Engine Position: Front
 Gearbox: Automatic
 Front Tires: 235/45/19
 Rear Tires: 235/45/19
 Front Brakes: VeDi-S
 Rear Brakes: VeDi-S-ABS

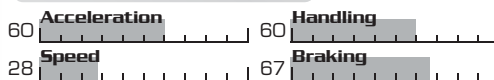
Maximum
Speed:
161 mph

0-60:
4.9 seconds

Maximum
Horsepower:
440 bhp

Weight:
3,644 lbs

Weight/
Power Ratio:
8.282 lbs/bhp



Caterham



Available At: British
 Independents (Aliamanu: H-8)
 High-End Tuner: British Parts
 (Kaiona Beach: H-12)
 Price: \$54,000



Caterham CSR 260 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	87	24	90	81	155 mph	3.1 sec	260 bhp	1,014 lbs	B
01	\$40,000	88	26	91	82	160 mph	3.0 sec	273 bhp	1,014 lbs	B
02	\$70,000	90	29	92	86	164 mph	2.9 sec	291 bhp	973 lbs	B
03	\$100,000	93	33	93	90	170 mph	2.7 sec	312 bhp	973 lbs	B

Caterham CSR 260

Engine Stats

Type: 4-cylinder in-line
 Cylindered Capacity: 1,795 cc
 Horsepower: 260 bhp
 Maximum Torque: 199 lbs/ft
 Red Line: 8,600 rpm

Chassis Stats

Drivetrain: Rear wheel drive
 Engine Position: Front
 Gearbox: Mechanical
 Front Tires: 195/45/15
 Rear Tires: 255/85/15
 Front Brakes: Vented discs
 Rear Brakes: Vented discs

Maximum
Speed:
155 mph

0-60:
3.1 seconds

Maximum
Horsepower:
260 bhp

Weight:
1,014 lbs

Weight/
Power Ratio:
3.900 lbs/bhp



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Chevrolet®



Chevrolet® Camaro® Z-28™

Available At: US Muscles
(Diamond Head: J-10)
High-End Tuner: US Muscle
Tuner (Palolo: I-10)
Price: \$30,000



Engine Stats

Type: V8
Cylindered Capacity: 4,958 cc
Horsepower: 290 bhp
Maximum Torque: 289 lbs/ft
Red Line: 6,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 180/70/15
Rear Tires: 200/70/15
Front Brakes: Discs
Rear Brakes: Drums

Maximum Speed:
124 mph

0-60:
6.2 seconds

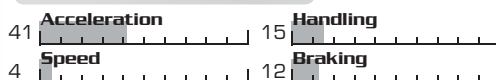
Maximum Horsepower:
290 bhp

Weight:
3,694 lbs

Weight/Power Ratio:
12.741 lbs/bhp

Chevrolet® Camaro® Z-28™ Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	41	4	15	12	124 mph	6.2 sec	290 bhp	3,694 lbs	G
01	\$10,000	44	6	15	12	128 mph	6.0 sec	304 bhp	3,694 lbs	G
02	\$20,000	47	8	17	35	131 mph	5.8 sec	324 bhp	3,547 lbs	G
03	\$30,000	50	11	19	40	136 mph	5.6 sec	348 bhp	3,547 lbs	G



Chevrolet®



Chevrolet® Corvette® C6™ Coupe

Available At: Chevrolet®
Saturn™ (Palolo: I-10)
High-End Tuner: US Muscle
Tuner (Palolo: I-10)
Price: \$52,000



Engine Stats

Type: V8
Cylindered Capacity: 5,967 cc
Horsepower: 400 bhp
Maximum Torque: 400 lbs/ft
Red Line: 6,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 245/40/18
Rear Tires: 285/35/19
Front Brakes: Vented drilled discs
Rear Brakes: Vented drilled discs

Maximum Speed:
180 mph

0-60:
4.1 seconds

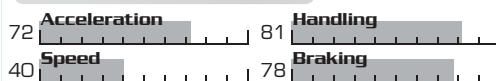
Maximum Horsepower:
400 bhp

Weight:
3,240 lbs

Weight/Power Ratio:
8.102 lbs/bhp

Chevrolet® Corvette® C6™ Coupe Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	72	40	81	78	180 mph	4.1 sec	400 bhp	3,240 lbs	C
01	\$30,000	74	43	81	85	185 mph	4.0 sec	420 bhp	3,240 lbs	C
02	\$45,000	75	46	82	93	191 mph	3.9 sec	448 bhp	3,111 lbs	C
03	\$90,000	77	51	83	95	198 mph	3.8 sec	480 bhp	3,111 lbs	C



Chevrolet®



Chevrolet® Corvette® Stingray™ 69

Available At: US Muscles
(Diamond Head: J-10)
High-End Tuner: US Muscle
Tuner (Palolo: I-10)
Price: \$40,000



Engine Stats

Type: V8
Cylindered Capacity: 5,733 cc
Horsepower: 300 bhp
Maximum Torque: 379 lbs/ft
Red Line: 5,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 200/70/15
Rear Tires: 200/70/15
Front Brakes: Vented discs
Rear Brakes: Discs

Maximum Speed:
124 mph

0-60:
6.0 seconds

Maximum Horsepower:
300 bhp

Weight:
3,090 lbs

Weight/Power Ratio:
10.303 lbs/bhp

Chevrolet® Corvette® Stingray™ 69 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	44	4	20	40	124 mph	6.0 sec	300 bhp	3,090 lbs	G
01	\$20,000	47	6	20	50	128 mph	5.8 sec	315 bhp	3,090 lbs	G
02	\$35,000	50	8	22	62	131 mph	5.6 sec	336 bhp	2,967 lbs	G
03	\$65,000	53	11	24	70	136 mph	5.4 sec	360 bhp	2,967 lbs	G



TEST DRIVE

an Unlimited

Chevrolet®



B

Chevrolet® Corvette® Z06™ Coupe

Available At: Chevrolet®-Saturn™ (Palolo: I-10)

High-End Tuner: US Muscle Tuner (Palolo: I-10)

Price: \$71,000



Engine Stats

Type: V8
Cylindere d Capacity: 7,011 cc
Horsepower: 505 bhp
Maximum Torque: 469 lbs/ft
Red Line: 7,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 275/35/18
Rear Tires: 345/30/19
Front Brakes: Vented drilled discs
Rear Brakes: Vented drilled discs

Maximum Speed: 197 mph

0-60: 3.9 seconds

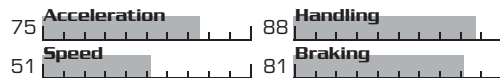
Maximum Horsepower: 505 bhp

Weight: 3,306 lbs

Weight/Power Ratio: 6.548 lbs/bhp

Chevrolet® Corvette® Z06™ Coupe Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	75	51	88	81	197 mph	3.9 sec	505 bhp	3,306 lbs	B
01	\$40,000	75	55	88	81	203 mph	3.9 sec	530 bhp	3,306 lbs	B
02	\$70,000	80	58	90	86	209 mph	3.6 sec	565 bhp	3,174 lbs	B
03	\$110,000	82	63	92	90	217 mph	3.4 sec	606 bhp	3,174 lbs	B



Chevrolet®



F

Chevrolet® SSR™

Available At: Chevrolet®-Saturn™ (Palolo: I-10)

High-End Tuner: US Muscle Tuner (Palolo: I-10)

Price: \$40,000



Engine Stats

Type: V8
Cylindere d Capacity: 5,900 cc
Horsepower: 390 bhp
Maximum Torque: 405 lbs/ft
Red Line: 5,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Automatic
Front Tires: 255/45/19
Rear Tires: 295/40/20
Front Brakes: Vented discs
Rear Brakes: Vented discs

Maximum Speed: 124 mph

0-60: 7.5 seconds

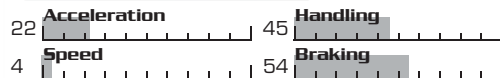
Maximum Horsepower: 390 bhp

Weight: 4,700 lbs

Weight/Power Ratio: 12.052 lbs/bhp

Chevrolet® SSR™ Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	22	4	45	54	124 mph	7.5 sec	390 bhp	4,700 lbs	F
01	\$6,500	26	6	45	54	128 mph	7.2 sec	409 bhp	4,700 lbs	F
02	\$14,000	34	8	47	71	131 mph	6.7 sec	436 bhp	4,512 lbs	F
03	\$28,000	38	11	50	75	136 mph	6.4 sec	468 bhp	4,512 lbs	F



Chrysler®



D

Chrysler® 300C® SRT-8

Available At: Chrysler® (Kailua Heights: H-11)

High-End Tuner: Today's American Parts (McCully: I-10)

Price: \$50,000



Engine Stats

Type: V8
Cylindere d Capacity: 6,059 cc
Horsepower: 425 bhp
Maximum Torque: 419 lbs/ft
Red Line: 6,400 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Automatic
Front Tires: 245/45/20
Rear Tires: 255/45/20
Front Brakes: Vented drilled discs
Rear Brakes: Vented drilled discs

Maximum Speed: 164 mph

0-60: 4.9 seconds

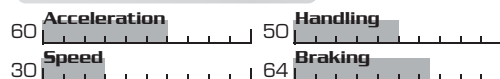
Maximum Horsepower: 425 bhp

Weight: 4,162 lbs

Weight/Power Ratio: 9.794 lbs/bhp

Chrysler® 300C® SRT-8 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	60	30	50	64	164 mph	4.9 sec	425 bhp	4,162 lbs	D
01	\$20,000	63	33	50	64	169 mph	4.7 sec	446 bhp	4,162 lbs	D
02	\$35,000	71	36	52	81	174 mph	4.2 sec	476 bhp	3,995 lbs	D
03	\$65,000	75	40	54	90	181 mph	3.9 sec	510 bhp	3,995 lbs	D



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Chrysler

NOTE - You must complete all Courier challenges to unlock this vehicle for purchase.



Chrysler®

Firepower Concept Car

Available At: Chrysler® (Kailua Heights: H-11)

Price: —



Chrysler® Firepower Concept Car

The Chrysler® Firepower Concept Car cannot be tuned.

Engine Stats

Type: V8
Cylindered Capacity: 6,059 cc
Horsepower: 425 bhp
Maximum Torque: 419 lbs/ft
Red Line: 7,000 rpm

Maximum Speed:
174 mph

0-60:
4.5 seconds

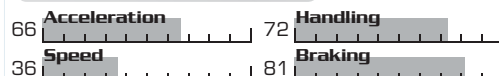
Maximum Horsepower:
425 bhp

Weight:
3,379 lbs

Weight/Power Ratio:
7.952 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Automatic
Front Tires: 275/35/19
Rear Tires: 335/30/20
Front Brakes: Discs
Rear Brakes: Discs



Chrysler

NOTE - You must complete all single-player (offline) Race challenges to unlock this vehicle for purchase.



Chrysler®

ME FOUR-TWELVE Concept Car

Available At: Chrysler® (Kailua Heights: H-11)

Price: —



Chrysler® ME FOUR-TWELVE Concept Car

The Chrysler® ME FOUR-TWELVE Concept Car cannot be tuned.

Engine Stats

Type: V12
Cylindered Capacity: 5,980 cc
Horsepower: 850 bhp
Maximum Torque: 848 lbs/ft
Red Line: 6,000 rpm

Maximum Speed:
248 mph

0-60:
2.9 seconds

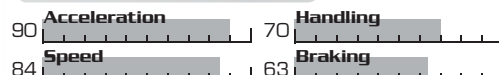
Maximum Horsepower:
850 bhp

Weight:
2,888 lbs

Weight/Power Ratio:
3.398 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Sequential
Front Tires: 265/35/19
Rear Tires: 335/30/20
F Br: Carbon-ceramic vented discs
R Br: Carbon-ceramic vented discs



Dodge



Dodge Viper SRT 10

Available At: Dodge (Kailua: G-11)

High-End Tuner: US Muscle Tuner (Palolo: J-10)

Price: \$85,000



Engine Stats

Type: V10
Cylindered Capacity: 8,285 cc
Horsepower: 500 bhp
Maximum Torque: 500 lbs/ft
Red Line: 6,250 rpm

Maximum Speed:
189 mph

0-60:
4.0 seconds

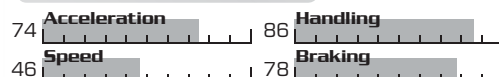
Maximum Horsepower:
500 bhp

Weight:
3,357 lbs

Weight/Power Ratio:
6.715 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 275/35/18
Rear Tires: 345/30/19
Front Brakes: Vented discs
Rear Brakes: VeDi-S-ABS



Dodge Viper SRT 10 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	74	46	86	78	189 mph	4.0 sec	500 bhp	3,357 lbs	B
01	\$40,000	74	49	86	78	195 mph	4.0 sec	525 bhp	3,357 lbs	B
02	\$70,000	75	53	89	86	200 mph	3.9 sec	560 bhp	3,223 lbs	B
03	\$110,000	85	58	90	91	208 mph	3.2 sec	600 bhp	3,223 lbs	B

TEST DRIVE

an Limited

Ducati



Available At: European Motorcycles (Mokuleia: D-4)

High-End Tuner: Forza Tuner (Hahaione: I-12)

Price: \$30,000



Ducati 999 R

Engine Stats

Type: V-twin
Cylindered Capacity: 999 cc
Horsepower: 150 bhp
Maximum Torque: 86 lbs/ft
Red Line: 11,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 120/70/17
Rear Tires: 190/50/17
F Br: Double semi-float drilled disc
R Brakes: Fixed drilled steel disc

Maximum Speed: 174 mph

0-60: 2.9 seconds

Maximum Horsepower: 150 bhp

Weight: 425 lbs

Weight/Power Ratio: 2.837 lbs/bhp



Ducati 999 R Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	90	36	95	74	174 mph	2.9 sec	150 bhp	425 lbs	mA
01	\$13,000	90	39	96	78	179 mph	2.9 sec	150 bhp	425 lbs	mA
02	\$20,000	91	42	97	82	184 mph	2.8 sec	157 bhp	404 lbs	mA
03	\$30,000	93	47	98	86	191 mph	2.7 sec	165 bhp	382 lbs	mA

Ducati



Available At: European Motorcycles (Mokuleia: D-4)

High-End Tuner: Forza Tuner (Hahaione: I-12)

Price: \$13,500



Ducati Monster 54R

Engine Stats

Type: V-twin
Cylindered Capacity: 996 cc
Horsepower: 117 bhp
Maximum Torque: 71 lbs/ft
Red Line: 10,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 120/70/17
Rear Tires: 180/55/17
F Brakes: Double drilled steel disc
R Brakes: Fixed drilled steel disc

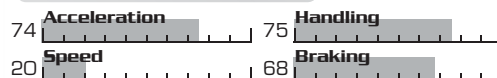
Maximum Speed: 149 mph

0-60: 4.0 seconds

Maximum Horsepower: 117 bhp

Weight: 425 lbs

Weight/Power Ratio: 3.637 lbs/bhp



Ducati Monster 54R Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	74	20	75	68	149 mph	4.0 sec	117 bhp	425 lbs	mB
01	\$5,000	75	22	76	71	153 mph	3.9 sec	117 bhp	425 lbs	mB
02	\$10,000	78	25	77	75	158 mph	3.7 sec	122 bhp	404 lbs	mB
03	\$20,000	81	29	78	81	164 mph	3.5 sec	128 bhp	382 lbs	mB

Ducati



Available At: European Motorcycles (Mokuleia: D-4)

High-End Tuner: Forza Tuner (Hahaione: I-12)

Price: \$10,800



Ducati Supersport 1000 DS

Engine Stats

Type: V-twin
Cylindered Capacity: 992 cc
Horsepower: 95 bhp
Maximum Torque: 70 lbs/ft
Red Line: 8,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 120/70/17
Rear Tires: 180/55/17
F Brakes: Double drilled steel disc
R Brakes: Fixed drilled steel disc

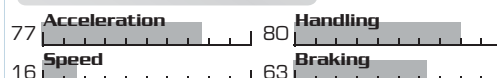
Maximum Speed: 142 mph

0-60: 3.8 seconds

Maximum Horsepower: 95 bhp

Weight: 396 lbs

Weight/Power Ratio: 4.177 lbs/bhp



Ducati Supersport 1000 DS Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	77	16	80	63	142 mph	3.8 sec	95 bhp	396 lbs	mB
01	\$5,000	78	18	81	63	147 mph	3.7 sec	95 bhp	396 lbs	mB
02	\$10,000	80	21	82	68	151 mph	3.6 sec	99 bhp	376 lbs	mB
03	\$20,000	82	25	83	75	157 mph	3.4 sec	104 bhp	357 lbs	mB

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Farboud



Farboud Supercharged GTS Prototype 2005

Available At: British Independents
(Pa'a La'a Kai: C-4)

High-End Tuner: British Parts
(Kaiona Beach: H-12)

Price: \$150,000



Farboud Supercharged GTS Prototype 2005 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	77	56	85	74	205 mph	3.8 sec	400 bhp	2,325 lbs	B
01	\$48,000	77	59	86	77	211 mph	3.8 sec	420 bhp	2,325 lbs	B
02	\$65,000	78	63	87	79	217 mph	3.7 sec	448 bhp	2,232 lbs	B
03	\$155,000	80	69	88	86	225 mph	3.6 sec	480 bhp	2,232 lbs	B

Engine Stats

Type: V6
Cylindered Capacity: 2,968 cc
Horsepower: 400 bhp
Maximum Torque: 388 lbs/ft
Red Line: 7,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 225/40/19
Rear Tires: 285/35/19
Front Brakes: Vented drilled discs
Rear Brakes: Vented drilled discs

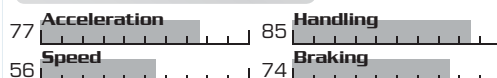
Maximum Speed:
205 mph

0-60:
3.8 seconds

Maximum Horsepower:
400 bhp

Weight:
2,325 lbs

Weight/Power Ratio:
5.815 lbs/bhp



Ferrari



Available At: Ferrari-Maserati
(Waikiki: I-10)

High-End Tuner: Forza Tuner
(Hahaione: I-12)

Price: \$650,000



Enzo Ferrari Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	82	64	100	86	217 mph	3.4 sec	660 bhp	3,009 lbs	A
01	\$100,000	85	68	100	86	224 mph	3.2 sec	726 bhp	3,009 lbs	A
02	\$145,000	88	72	100	90	230 mph	3.0 sec	792 bhp	2,888 lbs	A
03	\$290,000	90	77	100	95	239 mph	2.9 sec	858 bhp	2,888 lbs	A

Engine Stats

Type: V12
Cylindered Capacity: 5,998 cc
Horsepower: 660 bhp
Maximum Torque: 484 lbs/ft
Red Line: 8,200 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Sequential
Front Tires: 245/35/19
Rear Tires: 345/35/19
F Br: Carbon-ceramic vented discs
R Br: Carbon-ceramic vented discs

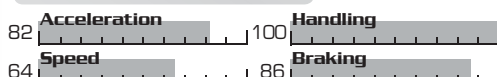
Maximum Speed:
217 mph

0-60:
3.4 seconds

Maximum Horsepower:
660 bhp

Weight:
3,009 lbs

Weight/Power Ratio:
4.560 lbs/bhp



Ferrari



Available At: European Classic
(Kailua: G-11)

High-End Tuner: Forza Tuner
(Hahaione: I-12)

Price: \$300,000



Ferrari 288 GTO Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	63	46	80	54	189 mph	4.7 sec	400 bhp	2,557 lbs	C
01	\$40,000	65	49	80	54	195 mph	4.6 sec	420 bhp	2,557 lbs	C
02	\$60,000	68	53	82	55	200 mph	4.4 sec	448 bhp	2,455 lbs	C
03	\$120,000	69	58	84	63	208 mph	4.3 sec	480 bhp	2,455 lbs	C

Ferrari 288 GTO

Engine Stats

Type: V8
Cylindered Capacity: 2,855 cc
Horsepower: 400 bhp
Maximum Torque: 365 lbs/ft
Red Line: 7,800 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 225/50/16
Rear Tires: 255/50/16
Front Brakes: Vented discs
Rear Brakes: Vented discs

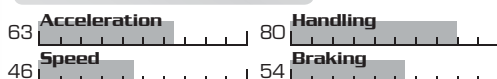
Maximum Speed:
189 mph

0-60:
4.7 seconds

Maximum Horsepower:
400 bhp

Weight:
2,557 lbs

Weight/Power Ratio:
6.393 lbs/bhp



Ferrari



Available At: Ferrari-Maserati (Kapalama: I-9), Ferrari-Maserati (Waikiki: I-10)

High-End Tuner: Forza Tuner (Hahaione: I-12)

Price: \$230,000



Ferrari 575M Maranello

Engine Stats

Type: V12
Cylindered Capacity: 5,748 cc
Horsepower: 515 bhp
Maximum Torque: 434 lbs/ft
Red Line: 7,600 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Sequential
Front Tires: 255/40/18
Rear Tires: 235/35/18
Front Brakes: VeDi-S-ABS
Rear Brakes: VeDi-S-ABS

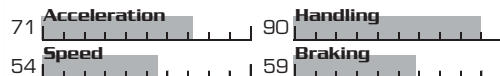
Maximum Speed:
201 mph

0-60:
4.2 seconds

Maximum Horsepower:
515 bhp

Weight:
3,813 lbs

Weight/Power Ratio:
7.406 lbs/bhp



Ferrari 575M Maranello Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	71	54	90	59	201 mph	4.2 sec	515 bhp	3,813 lbs	C
01	\$39,000	77	57	90	59	208 mph	3.8 sec	566 bhp	3,813 lbs	C
02	\$59,000	80	61	91	67	214 mph	3.6 sec	618 bhp	3,661 lbs	C
03	\$115,000	81	66	92	75	222 mph	3.5 sec	669 bhp	3,661 lbs	C

Ferrari



Available At: Ferrari-Maserati (Kapalama: I-9), Ferrari-Maserati (Waikiki: I-10)

High-End Tuner: Forza Tuner (Hahaione: I-12)

Price: \$150,000



Ferrari F430

Engine Stats

Type: V8
Cylindered Capacity: 4,308 cc
Horsepower: 490 bhp
Maximum Torque: 342 lbs/ft
Red Line: 8,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Sequential
Front Tires: 225/35/19
Rear Tires: 285/35/19
F Br: Carbon-ceramic vented discs
R Br: Carbon-ceramic vented discs

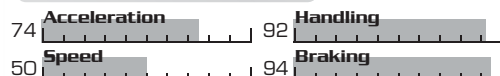
Maximum Speed:
195 mph

0-60:
4.0 seconds

Maximum Horsepower:
490 bhp

Weight:
3,196 lbs

Weight/Power Ratio:
6.524 lbs/bhp



Ferrari F430 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	74	50	92	94	195 mph	4.0 sec	490 bhp	3,196 lbs	B
01	\$50,000	75	53	92	94	201 mph	3.9 sec	514 bhp	3,196 lbs	B
02	\$100,000	78	57	93	100	207 mph	3.7 sec	548 bhp	3,068 lbs	B
03	\$160,000	80	62	94	100	215 mph	3.6 sec	588 bhp	3,068 lbs	B

Ferrari



Available At: Ferrari-Maserati (Kapalama: I-9), Ferrari-Maserati (Waikiki: I-10)

High-End Tuner: Forza Tuner (Hahaione: I-12)

Price: \$170,000



Ferrari F430 Spider

Engine Stats

Type: V8
Cylindered Capacity: 4,308 cc
Horsepower: 490 bhp
Maximum Torque: 342 lbs/ft
Red Line: 8,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Sequential
Front Tires: 225/35/19
Rear Tires: 285/35/19
F Br: Carbon-ceramic vented discs
R Br: Carbon-ceramic vented discs

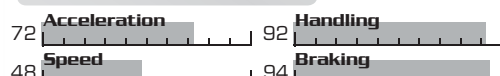
Maximum Speed:
192 mph

0-60:
4.1 seconds

Maximum Horsepower:
490 bhp

Weight:
3,351 lbs

Weight/Power Ratio:
6.839 lbs/bhp



Ferrari F430 Spider Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	72	48	92	94	192 mph	4.1 sec	490 bhp	3,351 lbs	B
01	\$50,000	74	51	92	94	198 mph	4.0 sec	514 bhp	3,351 lbs	B
02	\$100,000	77	55	93	98	204 mph	3.8 sec	548 bhp	3,216 lbs	B
03	\$160,000	80	60	94	100	211 mph	3.6 sec	588 bhp	3,216 lbs	B

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Ford



Available At: Ford (Palolo: I-10)
High-End Tuner: US Muscle Tuner (Palolo: I-10)
Price: \$170,000



Ford GT

Engine Stats

Type: V8
Cylindered Capacity: 5,409 cc
Horsepower: 500 bhp
Maximum Torque: 500 lbs/ft
Red Line: 6,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 235/45/18
Rear Tires: 315/40/19
Front Brakes: Vented discs
Rear Brakes: VeDi-S-ABS

Maximum Speed:
205 mph

0-60:
3.3 seconds

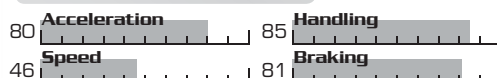
Maximum Horsepower:
550 bhp

Weight:
3,350 lbs

Weight/Power Ratio:
6.781 lbs/bhp

Ford GT Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	80	46	85	81	190 mph	3.6 sec	500 bhp	3,390 lbs	B
01	\$50,000	80	50	85	81	195 mph	3.6 sec	525 bhp	3,390 lbs	B
02	\$100,000	81	53	87	87	201 mph	3.5 sec	560 bhp	3,255 lbs	B
03	\$160,000	82	58	89	93	209 mph	3.4 sec	600 bhp	3,255 lbs	B



Ford



Available At: Ford (Palolo: I-10)
High-End Tuner: US Muscle Tuner (Palolo: I-10)
Price: \$30,000



Ford Mustang GT Convertible

Engine Stats

Type: V8
Cylindered Capacity: 4,600 cc
Horsepower: 300 bhp
Maximum Torque: 320 lbs/ft
Red Line: 6,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 235/55/17
Rear Tires: 235/55/17
Front Brakes: Vented discs
Rear Brakes: Vented discs

Maximum Speed:
149 mph

0-60:
5.1 seconds

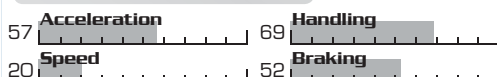
Maximum Horsepower:
300 bhp

Weight:
3,498 lbs

Weight/Power Ratio:
11.662 lbs/bhp

Ford Mustang GT Convertible Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	57	20	69	52	149 mph	5.1 sec	300 bhp	3,498 lbs	E
01	\$10,000	62	22	75	52	153 mph	4.8 sec	315 bhp	3,498 lbs	E
02	\$20,000	66	25	77	64	158 mph	4.5 sec	336 bhp	3,358 lbs	E
03	\$40,000	69	29	78	74	164 mph	4.3 sec	360 bhp	3,358 lbs	E



Ford



Available At: Ford (Palolo: I-10)
High-End Tuner: US Muscle Tuner (Palolo: I-10)
Price: \$25,000



Ford Mustang GT Coupe

Engine Stats

Type: V8
Cylindered Capacity: 4,600 cc
Horsepower: 300 bhp
Maximum Torque: 320 lbs/ft
Red Line: 6,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 235/55/17
Rear Tires: 235/55/17
Front Brakes: Vented discs
Rear Brakes: Vented discs

Maximum Speed:
149 mph

0-60:
5.1 seconds

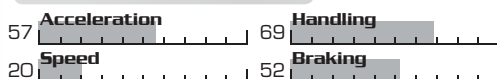
Maximum Horsepower:
300 bhp

Weight:
3,498 lbs

Weight/Power Ratio:
11.662 lbs/bhp

Ford Mustang GT Coupe Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	57	20	69	52	149 mph	5.1 sec	300 bhp	3,498 lbs	E
01	\$10,000	62	22	75	52	153 mph	4.8 sec	315 bhp	3,498 lbs	E
02	\$20,000	66	25	77	64	158 mph	4.5 sec	336 bhp	3,358 lbs	E
03	\$40,000	68	29	78	74	164 mph	4.4 sec	360 bhp	3,358 lbs	E



TEST DRIVE

unlimited

Ford

NOTE - You must complete all Vehicle Transport challenges to unlock this vehicle for purchase.



Ford Mustang GT-R Concept Performance Upgrades
The Ford Mustang GT-R Concept cannot be tuned.



Available At: Ford (Palolo: I-10)
Price: —



Ford Mustang GT-R Concept

Engine Stats

Type: V8
Cylindereed Capacity: 4,995 cc
Horsepower: 440 bhp
Maximum Torque: 399 lbs/ft
Red Line: 7,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 275/35/20
Rear Tires: 215/30/20
F Brakes: Vented drilled discs
R Brakes: Vented drilled discs

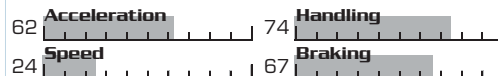
Maximum Speed: 155 mph

0-60: 4.8 seconds

Maximum Horsepower: 440 bhp

Weight: 2,866 lbs

Weight/Power Ratio: 6.514 lbs/bhp



Ford

NOTE - You must complete all Top Model challenges to unlock this vehicle for purchase.



Ford Shelby Cobra Concept Performance Upgrades
The Ford Shelby Cobra Concept cannot be tuned.



Available At: Ford (Palolo: I-10)
Price: —



Ford Shelby Cobra Concept

Engine Stats

Type: V10
Cylindereed Capacity: 6,392 cc
Horsepower: 605 bhp
Maximum Torque: 501 lbs/ft
Red Line: 7,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 275/40/18
Rear Tires: 345/35/19
F Br: Vented cross-drilled discs
R Br: Vented cross-drilled discs

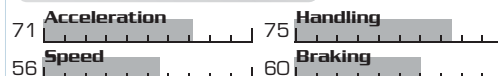
Maximum Speed: 205 mph

0-60: 4.2 seconds

Maximum Horsepower: 605 bhp

Weight: 3,075 lbs

Weight/Power Ratio: 5.083 lbs/bhp



Ford

NOTE - You must complete all single-player (offline) Speed challenges to unlock this vehicle for purchase.



Ford Shelby GR-1 Concept Performance Upgrades
The Ford Shelby GR-1 Concept cannot be tuned.



Available At: Ford (Palolo: I-10)
Price: —



Ford Shelby GR-1 Concept

Engine Stats

Type: V10
Cylindereed Capacity: 6,392 cc
Horsepower: 605 bhp
Maximum Torque: 501 lbs/ft
Red Line: 7,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 275/40/19
Rear Tires: 345/35/19
F Br: Vented cross-drilled discs
R Br: Vented cross-drilled discs

Maximum Speed: 217 mph

0-60: 4.2 seconds

Maximum Horsepower: 605 bhp

Weight: 3,899 lbs

Weight/Power Ratio: 6.446 lbs/bhp



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Jaguar



Available At: European Classic (Ala Moana: I-9), European Classic (Kahala'u: F-9), European Classic (Laie: B-8), European Classic (Portlock: J-12)

High-End Tuner: British Specialist (Aliamanu: H-8)

Price: \$40,000



Jaguar Type E Coupe

Engine Stats

Type: 6-cylinder in-line
Cylindered Capacity: 4,235 cc
Horsepower: 265 bhp
Maximum Torque: 283 lbs/ft
Red Line: 5,500 rpm

Maximum Speed:
152 mph

0-60:
7.2 seconds

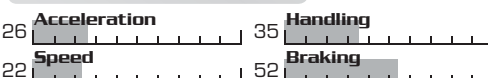
Maximum Horsepower:
265 bhp

Weight:
3,018 lbs

Weight/Power Ratio:
11.389 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 185/70/15
Rear Tires: 185/70/15
Front Brakes: Vented discs
Rear Brakes: Discs



Jaguar Type E Coupe Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	26	22	35	52	152 mph	7.2 sec	265 bhp	3,018 lbs	G
01	\$20,000	26	25	35	56	157 mph	7.2 sec	278 bhp	3,018 lbs	G
02	\$35,000	35	28	37	71	162 mph	6.6 sec	296 bhp	2,897 lbs	G
03	\$65,000	41	32	39	78	168 mph	6.2 sec	318 bhp	2,897 lbs	G

Jaguar



Available At: European Classic (Ala Moana: I-9), European Classic (Portlock: J-12)

High-End Tuner: British Specialist (Aliamanu: H-8)

Price: \$160,000



Jaguar XJ220

Engine Stats

Type: V6
Cylindered Capacity: 3,498 cc
Horsepower: 542 bhp
Maximum Torque: 474 lbs/ft
Red Line: 7,200 rpm

Maximum Speed:
211 mph

0-60:
4.0 seconds

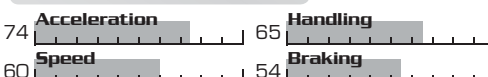
Maximum Horsepower:
542 bhp

Weight:
3,024 lbs

Weight/Power Ratio:
5.581 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 255/45/17
Rear Tires: 345/35/18
Front Brakes: Vented discs
Rear Brakes: Vented discs



Jaguar XJ220 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	74	60	65	54	211 mph	4.0 sec	542 bhp	3,024 lbs	B
01	\$50,000	74	64	65	54	218 mph	4.0 sec	569 bhp	3,024 lbs	B
02	\$100,000	75	68	67	68	224 mph	3.9 sec	607 bhp	2,903 lbs	B
03	\$160,000	80	74	69	74	233 mph	3.6 sec	650 bhp	2,903 lbs	B

Jaguar



Available At: Jaguar (Aliamanu: H-8)

High-End Tuner: British Specialist (Aliamanu: H-8)

Price: \$81,000



Jaguar XK Convertible

Engine Stats

Type: V8
Cylindered Capacity: 4,196 cc
Horsepower: 300 bhp
Maximum Torque: 303 lbs/ft
Red Line: 6,200 rpm

Maximum Speed:
155 mph

0-60:
6.0 seconds

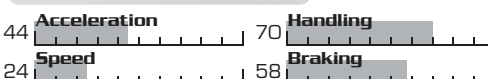
Maximum Horsepower:
300 bhp

Weight:
3,747 lbs

Weight/Power Ratio:
12.493 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Sequential
Front Tires: 255/45/18
Rear Tires: 255/35/18
Front Brakes: Vented discs
Rear Brakes: Vented discs



Jaguar XK Convertible Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	44	24	70	58	155 mph	6.0 sec	300 bhp	3,747 lbs	E
01	\$15,000	48	26	70	58	160 mph	5.7 sec	315 bhp	3,747 lbs	E
02	\$30,000	53	29	72	72	164 mph	5.4 sec	336 bhp	3,597 lbs	E
03	\$50,000	57	33	74	85	170 mph	5.1 sec	360 bhp	3,597 lbs	E

Jaguar



Available At: Jaguar (Aliamanu: H-8)

High-End Tuner: British Specialist (Aliamanu: H-8)

Price: \$75,000



Jaguar XK Coupe

Engine Stats

Type: V8
Cylindereed Capacity: 4,196 cc
Horsepower: 300 bhp
Maximum Torque: 303 lbs/ft
Red Line: 6,200 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Sequential
Front Tires: 255/45/18
Rear Tires: 255/35/18
Front Brakes: Vented discs
Rear Brakes: Vented discs

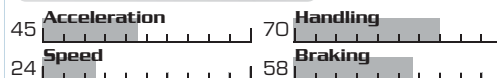
Maximum Speed: 155 mph

0-60: 5.9 seconds

Maximum Horsepower: 300 bhp

Weight: 3,516 lbs

Weight/Power Ratio: 11.721 lbs/bhp



Jaguar XK Coupe Performance Upgrades										
Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	45	24	70	58	155 mph	5.9 sec	300 bhp	3,516 lbs	E
01	\$15,000	48	26	70	58	160 mph	5.7 sec	315 bhp	3,516 lbs	E
02	\$30,000	56	29	72	72	164 mph	5.2 sec	336 bhp	3,375 lbs	E
03	\$50,000	60	33	74	82	170 mph	4.9 sec	360 bhp	3,375 lbs	E

Jaguar



Available At: Jaguar (Aliamanu: H-8)

High-End Tuner: British Specialist (Aliamanu: H-8)

Price: \$97,200



Jaguar XKR Coupe

Engine Stats

Type: V8
Cylindereed Capacity: 4,196 cc
Horsepower: 395 bhp
Maximum Torque: 398 lbs/ft
Red Line: 6,750 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Automatic
Front Tires: 255/35/19
Rear Tires: 255/35/19
Front Brakes: Vented discs
Rear Brakes: VeDi-S-ABS

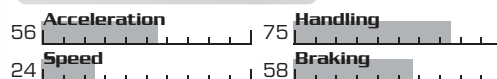
Maximum Speed: 155 mph

0-60: 5.2 seconds

Maximum Horsepower: 395 bhp

Weight: 3,913 lbs

Weight/Power Ratio: 9.907 lbs/bhp



Jaguar XKR Coupe Performance Upgrades										
Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	56	24	75	58	155 mph	5.2 sec	395 bhp	3,913 lbs	D
01	\$30,000	60	26	75	58	160 mph	4.9 sec	414 bhp	3,913 lbs	D
02	\$45,000	65	29	76	77	164 mph	4.6 sec	442 bhp	3,756 lbs	D
03	\$75,000	72	33	77	83	170 mph	4.1 sec	474 bhp	3,756 lbs	D

Kawasaki



Available At: Japanese Motorcycles (Makiki: I-9)

High-End Tuner: Japanese Import (Aliamanu: H-8)

Price: \$14,000



Kawasaki Ninja ZX-10R

Engine Stats

Type: 4-cylinder in-line
Cylindereed Capacity: 998 cc
Horsepower: 184 bhp
Maximum Torque: 84 lbs/ft
Red Line: 13,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 120/70/17
Rear Tires: 190/50/17
F Br: Dual semi-floating petal discs
Rear Brakes: Single petal disc

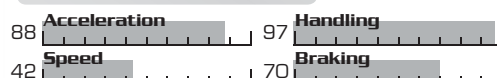
Maximum Speed: 183 mph

0-60: 3.0 seconds

Maximum Horsepower: 184 bhp

Weight: 374 lbs

Weight/Power Ratio: 2.037 lbs/bhp



Kawasaki Ninja ZX-10R Performance Upgrades										
Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	88	42	97	70	183 mph	3.0 sec	184 bhp	374 lbs	mA
01	\$10,000	90	45	98	72	188 mph	2.9 sec	184 bhp	374 lbs	mA
02	\$15,000	91	49	99	79	194 mph	2.8 sec	193 bhp	356 lbs	mA
03	\$25,000	93	53	100	86	201 mph	2.7 sec	202 bhp	337 lbs	mA

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VW
Wiesmann

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& SECRETS

Kawasaki



Available At: Japanese Motorcycles (Makiki: I-9)
High-End Tuner: Japanese Import (Aliamanu: H-8)
Price: \$10,100



Kawasaki Z1000

Engine Stats

Type: 4-cylinder in-line
Cylindered Capacity: 953 cc
Horsepower: 127 bhp
Maximum Torque: 71 lbs/ft
Red Line: 11,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 120/70/17
Rear Tires: 190/50/17
F Brakes: Dual semi-floating disc
Rear Brakes: Single disc

Maximum Speed:
152 mph

0-60:
3.5 seconds

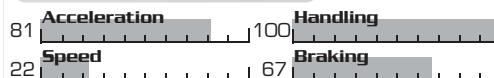
Maximum Horsepower:
127 bhp

Weight:
436 lbs

Weight/Power Ratio:
3.437 lbs/bhp

Kawasaki Z1000 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	81	22	100	67	152 mph	3.5 sec	127 bhp	436 lbs	mB
01	\$5,000	59	24	70	60	156 mph	5.0 sec	127 bhp	436 lbs	mB
02	\$10,000	62	27	75	67	161 mph	4.8 sec	133 bhp	414 lbs	mB
03	\$20,000	66	31	80	81	167 mph	4.5 sec	139 bhp	392 lbs	mB



Koenigsegg



Available At: European Independents (Mililani: F-6)
High-End Tuner: European Specialist (Hawaii Kai: I-12)
Price: \$400,000



Koenigsegg CC85

Engine Stats

Type: V8
Cylindered Capacity: 4,700 cc
Horsepower: 655 bhp
Maximum Torque: 553 lbs/ft
Red Line: 7,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 255/40/18
Rear Tires: 335/30/20
Front Brakes: Vented discs
Rear Brakes: Vented discs

Maximum Speed:
239 mph

0-60:
3.4 seconds

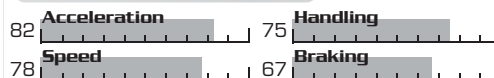
Maximum Horsepower:
655 bhp

Weight:
2,590 lbs

Weight/Power Ratio:
3.955 lbs/bhp

Koenigsegg CC85 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	82	78	75	67	239 mph	3.4 sec	655 bhp	2,590 lbs	A
01	\$70,000	84	83	75	67	247 mph	3.3 sec	687 bhp	2,590 lbs	A
02	\$120,000	85	87	77	78	254 mph	3.2 sec	733 bhp	2,486 lbs	A
03	\$200,000	88	93	80	81	263 mph	3.0 sec	786 bhp	2,486 lbs	A



Lamborghini



Available At: Lamborghini (Maunaloa: I-12), Lamborghini (Mililani: F-6)
High-End Tuner: Forza Tuner (Hahaione: I-12)
Price: \$170,000



Lamborghini Gallardo SE

Engine Stats

Type: V10
Cylindered Capacity: 4,961 cc
Horsepower: 520 bhp
Maximum Torque: 376 lbs/ft
Red Line: 8,100 rpm

Chassis Stats

Drivetrain: 4WD
Engine Position: Central
Gearbox: Sequential
Front Tires: 235/35/19
Rear Tires: 295/30/19
Front Brakes: Vented discs
Rear Brakes: Vented discs

Maximum Speed:
192 mph

0-60:
4.0 seconds

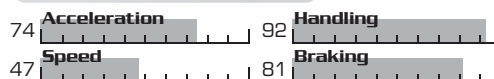
Maximum Horsepower:
520 bhp

Weight:
3,152 lbs

Weight/Power Ratio:
6.063 lbs/bhp

Lamborghini Gallardo SE Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	74	47	92	81	192 mph	4.0 sec	520 bhp	3,152 lbs	B
01	\$50,000	75	51	92	85	197 mph	3.9 sec	546 bhp	3,152 lbs	B
02	\$100,000	80	55	93	90	203 mph	3.6 sec	582 bhp	3,026 lbs	B
03	\$160,000	82	59	96	98	211 mph	3.4 sec	624 bhp	3,026 lbs	B



Lamborghini



Lamborghini Gallardo Spyder

Available At: Lamborghini
(Maunaloa: I-12), Lamborghini
(Mililani: F-6)

High-End Tuner: Forza Tuner
(Hahaione: I-12)

Price: \$193,000



Engine Stats

Type: V10
Cylindered Capacity: 4,961 cc
Horsepower: 520 bhp
Maximum Torque: 376 lbs/ft
Red Line: 8,000 rpm

Chassis Stats

Drivetrain: 4WD
Engine Position: Central
Gearbox: Sequential
Front Tires: 235/35/19
Rear Tires: 295/30/19
Front Brakes: Vented discs
Rear Brakes: Vented discs

Maximum Speed:
195 mph

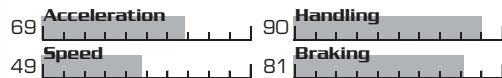
0-60:
4.3 seconds

Maximum Horsepower:
520 bhp

Weight:
3,461 lbs

Weight/Power Ratio:
6.656 lbs/bhp

Lamborghini Gallardo Spyder Performance Upgrades										
Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	69	49	90	81	195 mph	4.3 sec	520 bhp	3,461 lbs	B
01	\$50,000	71	53	90	81	201 mph	4.2 sec	546 bhp	3,461 lbs	B
02	\$100,000	75	57	91	87	206 mph	3.9 sec	582 bhp	3,322 lbs	B
03	\$160,000	77	62	94	94	214 mph	3.8 sec	624 bhp	3,322 lbs	B



Lamborghini



Lamborghini Miura P400SV

Available At: European Classic
(Ala Moana: I-9), European
Classic (Kailua: G-11),
European Classic (La'ie: B-8)

High-End Tuner: Forza Tuner
(Hahaione: I-12)

Price: \$160,000



Engine Stats

Type: V12
Cylindered Capacity: 3,929 cc
Horsepower: 385 bhp
Maximum Torque: 294 lbs/ft
Red Line: 8,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 180/60/15
Rear Tires: 230/60/15
Front Brakes: Vented discs
Rear Brakes: Vented discs

Maximum Speed:
180 mph

0-60:
6.7 seconds

Maximum Horsepower:
385 bhp

Weight:
2,744 lbs

Weight/Power Ratio:
7.129 lbs/bhp

Lamborghini Miura P400SV Performance Upgrades										
Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	34	40	60	40	180 mph	6.7 sec	385 bhp	2,744 lbs	G
01	\$30,000	38	43	62	43	185 mph	6.4 sec	404 bhp	2,744 lbs	G
02	\$45,000	41	46	64	52	191 mph	6.2 sec	431 bhp	2,634 lbs	G
03	\$75,000	50	51	66	59	198 mph	5.6 sec	462 bhp	2,634 lbs	G



Lamborghini



Lamborghini Murciélago Coupe

Available At: Lamborghini
(Maunaloa: I-12), Lamborghini
(Mililani: F-6)

High-End Tuner: Forza Tuner
(Hahaione: I-12)

Price: \$280,000



Engine Stats

Type: V12
Cylindered Capacity: 6,192 cc
Horsepower: 572 bhp
Maximum Torque: 479 lbs/ft
Red Line: 7,500 rpm

Chassis Stats

Drivetrain: 4WD
Engine Position: Central
Gearbox: Sequential
Front Tires: 245/35/18
Rear Tires: 335/30/18
Front Brakes: Vented discs
Rear Brakes: VeDi-S-ABS

Maximum Speed:
206 mph

0-60:
3.6 seconds

Maximum Horsepower:
572 bhp

Weight:
3,637 lbs

Weight/Power Ratio:
6.359 lbs/bhp

Lamborghini Murciélago Coupe Performance Upgrades										
Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	80	56	86	64	206 mph	3.6 sec	572 bhp	3,637 lbs	A
01	\$70,000	81	60	86	64	212 mph	3.5 sec	600 bhp	3,637 lbs	A
02	\$100,000	84	64	88	70	218 mph	3.3 sec	640 bhp	3,492 lbs	A
03	\$150,000	87	70	90	77	226 mph	3.1 sec	686 bhp	3,492 lbs	A

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Koenigsegg
Lamborghini
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McLaren
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MV Agusta
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Lotus



Available At: British Independents (Aliamanu: H-8)

High-End Tuner: British Specialist (Aliamanu: H-8)

Price: \$43,200



Lotus Elise 111R

Engine Stats

Type: 4-cylinder in-line
Cylindered Capacity: 1,796 cc
Horsepower: 189 bhp
Maximum Torque: 133 lbs/ft
Red Line: 7,800 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 175/55/16
Rear Tires: 225/45/17
Front Brakes: Vented discs
Rear Brakes: VeDi-S-ABS

Maximum Speed:
150 mph

0-60:
4.9 seconds

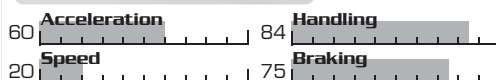
Maximum Horsepower:
189 bhp

Weight:
1,895 lbs

Weight/Power Ratio:
10.032 lbs/bhp

Lotus Elise 111R Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	60	20	84	75	150 mph	4.9 sec	189 bhp	1,895 lbs	D
01	\$20,000	62	23	84	75	154 mph	4.8 sec	198 bhp	1,820 lbs	D
02	\$35,000	69	26	86	91	159 mph	4.3 sec	211 bhp	1,820 lbs	D
03	\$65,000	72	30	88	100	165 mph	4.1 sec	226 bhp	1,820 lbs	D



Lotus



Available At: British Independents (Aliamanu: H-8)

High-End Tuner: British Specialist (Aliamanu: H-8)

Price: \$50,000



Lotus Esprit V8

Engine Stats

Type: V8
Cylindered Capacity: 3,500 cc
Horsepower: 350 bhp
Maximum Torque: 294 lbs/ft
Red Line: 7,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 235/40/17
Rear Tires: 285/35/18
Front Brakes: Vented drilled discs
Rear Brakes: Vented drilled discs

Maximum Speed:
175 mph

0-60:
4.9 seconds

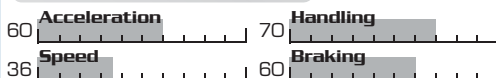
Maximum Horsepower:
350 bhp

Weight:
3,037 lbs

Weight/Power Ratio:
8.680 lbs/bhp

Lotus Esprit V8 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	60	36	70	60	175 mph	4.9 sec	350 bhp	3,037 lbs	D
01	\$23,000	63	40	70	64	180 mph	4.7 sec	367 bhp	3,037 lbs	D
02	\$38,000	68	43	72	81	185 mph	4.4 sec	392 bhp	2,916 lbs	D
03	\$67,000	72	48	74	85	192 mph	4.1 sec	420 bhp	2,916 lbs	D



Lotus



Available At: British Independents (Aliamanu: H-8)

High-End Tuner: British Specialist (Aliamanu: H-8)

Price: \$82,000



Lotus Sport Exige 240R

Engine Stats

Type: 4-cylinder in-line
Cylindered Capacity: 1,796 cc
Horsepower: 243 bhp
Maximum Torque: 174 lbs/ft
Red Line: 8,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 195/50/16
Rear Tires: 225/45/17
Front Brakes: Vented discs
Rear Brakes: Vented discs

Maximum Speed:
155 mph

0-60:
3.9 seconds

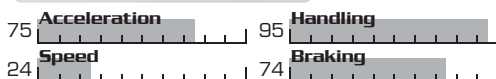
Maximum Horsepower:
243 bhp

Weight:
1,929 lbs

Weight/Power Ratio:
7.938 lbs/bhp

Lotus Sport Exige 240R Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	75	24	95	74	155 mph	3.9 sec	243 bhp	1,929 lbs	C
01	\$30,000	77	26	95	74	160 mph	3.8 sec	255 bhp	1,929 lbs	C
02	\$45,000	80	29	96	89	164 mph	3.6 sec	272 bhp	1,851 lbs	C
03	\$90,000	82	33	97	91	170 mph	3.4 sec	291 bhp	1,851 lbs	C



TEST DRIVE

an Unlimited

Maserati



Available At: European Classic (Kahala'u: F-9), European Classic (Kailua: G-11), European Classic (Shafter: H-8)

High-End Tuner: Forza Tuner (Hahaione: I-12)

Price: \$55,000



Maserati 3500 GT Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	20	16	40	27	142 mph	7.6 sec	240 bhp	3,086 lbs	G
01	\$20,000	23	18	40	27	147 mph	7.4 sec	252 bhp	3,086 lbs	G
02	\$35,000	28	21	42	48	151 mph	7.1 sec	268 bhp	2,963 lbs	G
03	\$60,000	35	25	44	56	157 mph	6.6 sec	288 bhp	2,963 lbs	G

Maserati 3500 GT

Engine Stats

Type: 6-cylinder in-line
Cylindered Capacity: 3,485 cc
Horsepower: 240 bhp
Maximum Torque: 253 lbs/ft
Red Line: 5,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 185/70/16
Rear Tires: 185/70/16
Front Brakes: Discs
Rear Brakes: Discs

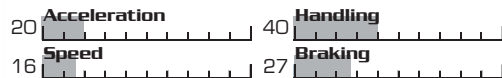
Maximum Speed:
142 mph

0-60:
7.6 seconds

Maximum Horsepower:
240 bhp

Weight:
3,086 lbs

Weight/Power Ratio:
12.860 lbs/bhp



Maserati



Available At: Ferrari-Maserati (Kapalama: I-9), Ferrari-Maserati (Waikiki: I-10)

High-End Tuner: Forza Tuner (Hahaione: I-12)

Price: \$107,500



Maserati GranSport Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	61	40	84	81	180 mph	4.8 sec	400 bhp	3,483 lbs	D
01	\$29,000	63	43	84	81	185 mph	4.7 sec	420 bhp	3,484 lbs	D
02	\$44,000	69	46	86	93	191 mph	4.3 sec	448 bhp	3,343 lbs	D
03	\$74,000	75	51	88	100	198 mph	3.9 sec	480 bhp	3,343 lbs	D

Maserati GranSport

Engine Stats

Type: V8
Cylindered Capacity: 4,244 cc
Horsepower: 400 bhp
Maximum Torque: 333 lbs/ft
Red Line: 7,600 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Sequential
Front Tires: 235/35/19
Rear Tires: 265/30/19
F Br: Vented cross-drilled discs
R Br: Vented cross-drilled discs

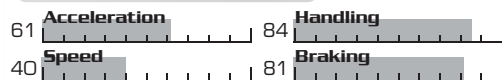
Maximum Speed:
180 mph

0-60:
4.8 seconds

Maximum Horsepower:
400 bhp

Weight:
3,483 lbs

Weight/Power Ratio:
8.708 lbs/bhp



Maserati



Available At: Ferrari-Maserati (Waikiki: I-10)

High-End Tuner: Forza Tuner (Hahaione: I-12)

Price: \$750,000



Maserati MC12 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	77	56	95	83	205 mph	3.8 sec	630 bhp	2,943 lbs	A
01	\$150,000	78	59	95	83	211 mph	3.7 sec	661 bhp	2,943 lbs	A
02	\$300,000	81	63	96	89	217 mph	3.5 sec	705 bhp	2,825 lbs	A
03	\$450,000	82	69	97	94	225 mph	3.4 sec	756 bhp	2,825 lbs	A

Maserati MC12

Engine Stats

Type: V12
Cylindered Capacity: 5,998 cc
Horsepower: 630 bhp
Maximum Torque: 480 lbs/ft
Red Line: 7,700 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Sequential
Front Tires: 245/35/19
Rear Tires: 345/35/19
F Br: Vented cross-drilled discs
R Br: Vented cross-drilled discs

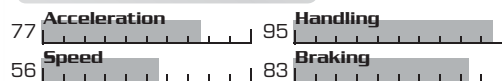
Maximum Speed:
205 mph

0-60:
3.8 seconds

Maximum Horsepower:
630 bhp

Weight:
2,943 lbs

Weight/Power Ratio:
4.672 lbs/bhp



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Maserati



Maserati Spyder 90th Anniversary

Available At: Ferrari-Maserati (Kapalama: I-9)

High-End Tuner: Forza Tuner (Hahaione: I-12)

Price: \$110,000



Engine Stats

Type: V8
Cylindered Capacity: 4,244 cc
Horsepower: 400 bhp
Maximum Torque: 333 lbs/ft
Red Line: 7,600 rpm

Maximum Speed:
175 mph

0-60:
5.0 seconds

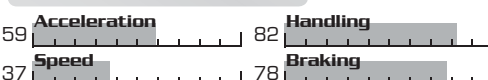
Maximum Horsepower:
400 bhp

Weight:
3,813 lbs

Weight/Power Ratio:
9.535 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Sequential
Front Tires: 235/35/19
Rear Tires: 265/30/19
F Br: Vented cross-drilled discs
R Br: Vented cross-drilled discs



Maserati Spyder 90th Anniversary Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	59	37	82	78	175 mph	5.0 sec	400 bhp	3,813 lbs	D
01	\$30,000	62	40	82	78	181 mph	4.8 sec	420 bhp	3,813 lbs	D
02	\$45,000	68	43	84	94	186 mph	4.4 sec	448 bhp	3,661 lbs	D
03	\$75,000	74	48	86	100	193 mph	4.0 sec	480 bhp	3,361 lbs	D

Maserati



Maserati Spyder Cambiocorsa

Available At: Ferrari-Maserati (Kapalama: I-9), Ferrari-Maserati (Waikiki: I-10)

High-End Tuner: Forza Tuner (Hahaione: I-12)

Price: \$103,000



Engine Stats

Type: V8
Cylindered Capacity: 4,244 cc
Horsepower: 390 bhp
Maximum Torque: 331 lbs/ft
Red Line: 7,550 rpm

Maximum Speed:
175 mph

0-60:
5.0 seconds

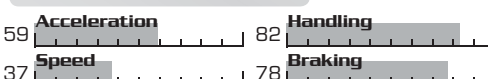
Maximum Horsepower:
390 bhp

Weight:
3,593 lbs

Weight/Power Ratio:
9.214 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Sequential
Front Tires: 235/40/18
Rear Tires: 265/35/18
Front Brakes: Vented drilled discs
Rear Brakes: Vented drilled discs



Maserati Spyder Cambiocorsa Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	59	37	82	78	175 mph	5.0 sec	390 bhp	3,593 lbs	D
01	\$28,000	62	40	82	78	181 mph	4.8 sec	409 bhp	3,593 lbs	D
02	\$43,000	69	43	84	94	186 mph	4.3 sec	436 bhp	3,449 lbs	D
03	\$73,000	74	48	86	100	193 mph	4.0 sec	468 bhp	3,449 lbs	D

McLaren



McLaren F1

Available At: British Independents (Pa'a La'a Kai: C-4)

High-End Tuner: British Specialist (Aliamanu: H-8)

Price: \$1,000,000



Engine Stats

Type: V12
Cylindered Capacity: 6,064 cc
Horsepower: 627 bhp
Maximum Torque: 480 lbs/ft
Red Line: 7,500 rpm

Maximum Speed:
240 mph

0-60:
3.2 seconds

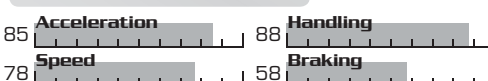
Maximum Horsepower:
627 bhp

Weight:
2,513 lbs

Weight/Power Ratio:
4.008 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 235/45/17
Rear Tires: 315/45/17
Front Brakes: Vented discs
Rear Brakes: Vented discs



McLaren F1 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	85	78	88	58	240 mph	3.2 sec	627 bhp	2,513 lbs	A
01	\$100,000	88	83	88	60	247 mph	3.0 sec	658 bhp	2,513 lbs	A
02	\$150,000	90	88	89	64	254 mph	2.9 sec	702 bhp	2,412 lbs	A
03	\$300,000	91	94	90	68	264 mph	2.8 sec	752 bhp	2,412 lbs	A

McLaren



Available At: British Independents
(Pa'a La'a Kai: C-4)

High-End Tuner: British
Specialist (Aliamanu: H-8)

Price: \$1,500,000



McLaren F1 GTR

Engine Stats

Type: V12
Cylindereed Capacity: 6,064 cc
Horsepower: 636 bhp
Maximum Torque: 388 lbs/ft
Red Line: 7,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 275/35/18
Rear Tires: 345/35/18
F Br: Carbon vented discs
R Br: Carbon vented discs

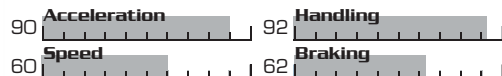
Maximum Speed:
211 mph

0-60:
2.9 seconds

Maximum Horsepower:
636 bhp

Weight:
2,469 lbs

Weight/Power Ratio:
3.882 lbs/bhp



McLaren F1 GTR Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	90	60	92	62	211 mph	2.9 sec	636 bhp	2,469 lbs	A
01	\$100,000	91	64	92	62	217 mph	2.8 sec	667 bhp	2,469 lbs	A
02	\$150,000	93	68	93	68	223 mph	2.7 sec	712 bhp	2,370 lbs	A
03	\$300,000	93	73	94	72	232 mph	2.7 sec	763 bhp	2,370 lbs	A

Mercedes-Benz



Available At: European Classic
(Portlock: J-12), European
Classic (Shafter: H-8)

High-End Tuner: European
Specialist (Hawaii Kai: I-12)

Price: \$300,000



Mercedes-Benz 300 SL Gullwing

Engine Stats

Type: 6-cylinder in-line
Cylindereed Capacity: 2,996 cc
Horsepower: 240 bhp
Maximum Torque: 216 lbs/ft
Red Line: 6,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 165/70/15
Rear Tires: 165/70/15
Front Brakes: Drums
Rear Brakes: Drums

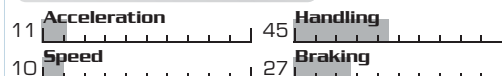
Maximum Speed:
134 mph

0-60:
8.2 seconds

Maximum Horsepower:
240 bhp

Weight:
2,850 lbs

Weight/Power Ratio:
11.877 lbs/bhp



Mercedes-Benz 300 SL Gullwing Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	11	10	45	27	134 mph	8.2 sec	240 bhp	2,850 lbs	G
01	\$50,000	14	13	45	31	138 mph	8.0 sec	252 bhp	2,850 lbs	G
02	\$75,000	17	16	47	54	142 mph	7.8 sec	268 bhp	2,736 lbs	G
03	\$100,000	26	19	49	63	148 mph	7.2 sec	288 bhp	2,736 lbs	G

Mercedes-Benz



Available At: Mercedes-Benz
(Kapahulu: I-10)

High-End Tuner: European
Specialist (Hawaii Kai: I-12)

Price: \$89,400



Mercedes-Benz CLK 55 AMG

Engine Stats

Type: V8
Cylindereed Capacity: 5,439 cc
Horsepower: 362 bhp
Maximum Torque: 376 lbs/ft
Red Line: 6,700 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Sequential
Front Tires: 225/40/18
Rear Tires: 255/35/18
Front Brakes: Vented discs
Rear Brakes: VeDi-S-ABS

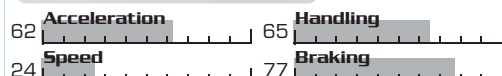
Maximum Speed:
155 mph

0-60:
4.8 seconds

Maximum Horsepower:
362 bhp

Weight:
3,780 lbs

Weight/Power Ratio:
10.445 lbs/bhp



Mercedes-Benz CLK 55 AMG Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	62	24	65	77	155 mph	4.8 sec	362 bhp	3,780 lbs	D
01	\$28,000	66	26	65	77	160 mph	4.5 sec	380 bhp	3,780 lbs	D
02	\$43,000	72	29	66	90	164 mph	4.1 sec	405 bhp	3,629 lbs	D
03	\$73,000	77	33	67	100	170 mph	3.8 sec	434 bhp	3,629 lbs	D

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Mercedes-Benz



Mercedes-Benz CLK DTM AMG Performance Upgrades
The Mercedes-Benz CLK DTM AMG cannot be tuned.



Mercedes-Benz CLK DTM AMG

Available At: Mercedes-Benz
(Kahului: I-10)
Price: \$240,000



Engine Stats	
Type:	V8
Cylindered Capacity:	5,439 cc
Horsepower:	582 bhp
Maximum Torque:	589 lbs/ft
Red Line:	7,000 rpm

Chassis Stats	
Drivetrain:	Rear wheel drive
Engine Position:	Front
Gearbox:	Sequential
Front Tires:	255/35/19
Rear Tires:	285/30/20
Front Brakes:	Vented drilled discs
R Brakes:	Steel slotted vented discs

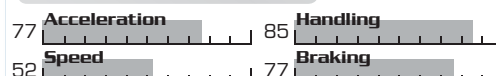
Maximum Speed:
198 mph

0-60:
3.8 seconds

Maximum Horsepower:
582 bhp

Weight:
3,853 lbs

Weight/Power Ratio:
6.621 lbs/bhp



Mercedes-Benz



Mercedes-Benz CLS 55 AMG

Available At: Mercedes-Benz
(Kahului: I-10)
High-End Tuner: European
Specialist (Hawai'i Kai: I-12)
Price: \$107,000



Engine Stats	
Type:	V8
Cylindered Capacity:	5,439 cc
Horsepower:	469 bhp
Maximum Torque:	516 lbs/ft
Red Line:	6,500 rpm

Chassis Stats	
Drivetrain:	Rear wheel drive
Engine Position:	Front
Gearbox:	Automatic
Front Tires:	255/35/19
Rear Tires:	285/35/19
Front Brakes:	Vented drilled discs
Rear Brakes:	Vented drilled discs

Maximum Speed:
155 mph

0-60:
4.6 seconds

Maximum Horsepower:
469 bhp

Weight:
4,067 lbs

Weight/Power Ratio:
8.673 lbs/bhp



Mercedes-Benz CLS 55 AMG Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	65	24	63	77	155 mph	4.6 sec	469 bhp	4,067 lbs	D
01	\$30,000	69	26	63	77	160 mph	4.3 sec	492 bhp	4,067 lbs	D
02	\$70,000	74	29	65	90	164 mph	4.0 sec	525 bhp	3,904 lbs	D
03	\$90,000	80	33	67	94	170 mph	3.6 sec	562 bhp	3,904 lbs	D

Mercedes-Benz



Mercedes-Benz SL 65 AMG

Available At: Mercedes-Benz
(Kahului: I-10)
High-End Tuner: European
Specialist (Hawai'i Kai: I-12)
Price: \$225,000



Engine Stats	
Type:	V12
Cylindered Capacity:	5,980 cc
Horsepower:	612 bhp
Maximum Torque:	737 lbs/ft
Red Line:	6,000 rpm

Chassis Stats	
Drivetrain:	Rear wheel drive
Engine Position:	Front
Gearbox:	Automatic
Front Tires:	255/35/19
Rear Tires:	285/35/19
Front Brakes:	Vented drilled discs
Rear Brakes:	Vented drilled discs

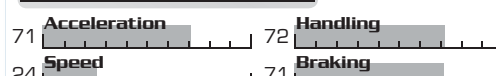
Maximum Speed:
155 mph

0-60:
4.2 seconds

Maximum Horsepower:
612 bhp

Weight:
4,651 lbs

Weight/Power Ratio:
7.601 lbs/bhp



Mercedes-Benz SL 65 AMG Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	71	24	72	71	155 mph	4.2 sec	612 bhp	4,651 lbs	C
01	\$45,000	72	26	72	71	160 mph	4.1 sec	642 bhp	4,651 lbs	C
02	\$80,000	78	29	74	77	164 mph	3.7 sec	685 bhp	4,465 lbs	C
03	\$130,000	81	33	76	81	170 mph	3.5 sec	734 bhp	4,465 lbs	C



Mercedes-Benz SLK 55 AMG

Available At: Mercedes-Benz
(Kapahulu: I-10)

High-End Tuner: European
Specialist (Hawai'i Kai: I-12)

Price: \$72,850



Mercedes-Benz SLK 55 AMG Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	60	24	77	77	155 mph	4.9 sec	360 bhp	3,395 lbs	D
01	\$15,000	60	36	77	90	174 mph	4.9 sec	360 bhp	3,395 lbs	D

The Mercedes-Benz SLK 55 AMG has only one performance kit upgrade.

Engine Stats

Type: V8
Cylindere d Capacity: 5,439 cc
Horsepower: 360 bhp
Maximum Torque: 376 lbs/ft
Red Line: 6,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Sequential
Front Tires: 225/40/18
Rear Tires: 245/35/18
Front Brakes: Vented discs
Rear Brakes: Di-S-ABS

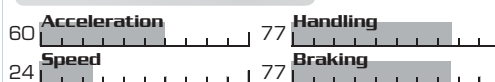
Maximum
Speed:
155 mph

0-60:
4.9 seconds

Maximum
Horsepower:
360 bhp

Weight:
3,395 lbs

Weight/
Power Ratio:
9.431 lbs/bhp



Mercedes-Benz SLR McLaren

Available At: Mercedes-Benz
(Kapahulu: I-10)

High-End Tuner: European
Specialist (Hawai'i Kai: I-12)

Price: \$460,000



Mercedes-Benz SLR McLaren Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	81	57	82	90	207 mph	3.5 sec	617 bhp	3,897 lbs	A
01	\$75,000	82	61	82	90	213 mph	3.4 sec	678 bhp	3,897 lbs	A
02	\$130,000	84	65	84	94	220 mph	3.3 sec	728 bhp	3,741 lbs	A
03	\$220,000	85	70	86	97	228 mph	3.2 sec	802 bhp	3,741 lbs	A

Engine Stats

Type: V8
Cylindere d Capacity: 5,439 cc
Horsepower: 617 bhp
Maximum Torque: 575 lbs/ft
Red Line: 7,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Sequential
Front Tires: 245/40/18
Rear Tires: 295/35/18
F Br: Carbon-ceramic vented discs
Rear Brakes: VeDi-S-ABS

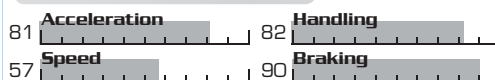
Maximum
Speed:
207 mph

0-60:
3.5 seconds

Maximum
Horsepower:
617 bhp

Weight:
3,897 lbs

Weight/
Power Ratio:
6.317 lbs/bhp



MV Agusta F4 Brutale 910S

Available At: European
Motorcycles (Mokule'ia: D-4)

High-End Tuner: Forza Tuner
(Hahaione: I-12)

Price: \$16,000



MV Agusta F4 Brutale 910S Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	81	26	92	70	159 mph	3.5 sec	136 bhp	407 lbs	mB
01	\$5,000	81	29	93	60	164 mph	3.5 sec	136 bhp	407 lbs	mB
02	\$10,000	85	32	94	81	169 mph	3.2 sec	142 bhp	387 lbs	mB
03	\$20,000	88	37	95	87	175 mph	3.0 sec	149 bhp	367 lbs	mB

Engine Stats

Type: 4-cylinder in-line
Cylindere d Capacity: 909 cc
Horsepower: 136 bhp
Maximum Torque: 70 lbs/ft
Red Line: 12,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 120/70/17
Rear Tires: 190/55/17
Front Brakes: Discs
Rear Brakes: Discs

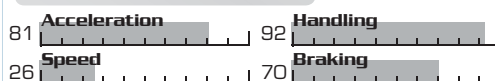
Maximum
Speed:
159 mph

0-60:
3.5 seconds

Maximum
Horsepower:
136 bhp

Weight:
407 lbs

Weight/
Power Ratio:
2.999 lbs/bhp



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Kawasaki
Koenigsegg
Lamborghini
Lotus
Maserati
McLaren
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MV Agusta
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UNLOCKABLES
& SECRETS

MV Agusta



Available At: European Motorcycles (Mokule'a: D-4)
High-End Tuner: Forza Tuner (Hahaione: I-12)
Price: \$45,000



MV Agusta F4 Tamburini

Engine Stats

Type: 4-cylinder in-line
Cylindered Capacity: 909 cc
Horsepower: 173 bhp
Maximum Torque: 83 lbs/ft
Red Line: 12,850 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 120/70/17
Rear Tires: 190/55/17
Front Brakes: Discs
Rear Brakes: Discs

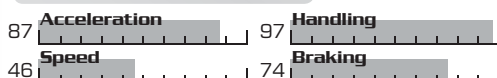
Maximum Speed:
190 mph

0-60:
3.1 seconds

Maximum Horsepower:
173 bhp

Weight:
412 lbs

Weight/Power Ratio:
2.383 lbs/bhp



MV Agusta F4 Tamburini Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	87	46	97	74	190 mph	3.1 sec	173 bhp	412 lbs	mA
01	\$15,000	88	50	98	81	195 mph	3.0 sec	173 bhp	412 lbs	mA
02	\$25,000	90	53	99	89	201 mph	2.9 sec	181 bhp	391 lbs	mA
03	\$40,000	93	58	100	91	209 mph	2.7 sec	190 bhp	371 lbs	mA

NOTE: The NISSAN 350Z Coupe's name changes after you install each of its performance kit upgrades. It becomes the NISSAN 350Z NISMO S-Tune after the first upgrade, the NISSAN 350Z NISMO R-Tune after the second upgrade, and the NISSAN 350Z NISMO R-Tune Power after the third upgrade.

NISSAN



Available At: NISSAN (Ala Wai Golf: J-10)
High-End Tuner: Japanese Import (Aliamanu: H-8)
Price: \$35,100



NISSAN 350Z Coupe

Engine Stats

Type: V6
Cylindered Capacity: 3,498 cc
Horsepower: 280 bhp
Maximum Torque: 267 lbs/ft
Red Line: 6,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 225/45/18
Rear Tires: 245/45/18
Front Brakes: Vented discs
Rear Brakes: VeDi-S-ABS

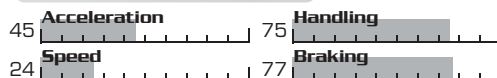
Maximum Speed:
155 mph

0-60:
5.9 seconds

Maximum Horsepower:
280 bhp

Weight:
3,373 lbs

Weight/Power Ratio:
12.047 lbs/bhp



NISSAN 350Z Coupe Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	45	24	75	77	155 mph	5.9 sec	280 bhp	3,373 lbs	E
01	\$5,000	51	24	80	87	155 mph	5.5 sec	300 bhp	3,373 lbs	E
02	\$10,000	54	32	82	87	167 mph	5.3 sec	350 bhp	3,373 lbs	E
03	\$20,000	57	38	84	87	177 mph	5.1 sec	400 bhp	3,373 lbs	D

NISSAN



Available At: NISSAN (Ala Wai Golf: J-10)
High-End Tuner: Japanese Import (Aliamanu: H-8)
Price: \$40,000



NISSAN 350Z NISMO S-Tune

Engine Stats

Type: V6
Cylindered Capacity: 3,498 cc
Horsepower: 300 bhp
Maximum Torque: 267 lbs/ft
Red Line: 6,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 245/40/19
Rear Tires: 245/45/19
Front Brakes: Vented discs
Rear Brakes: VeDi-S-ABS

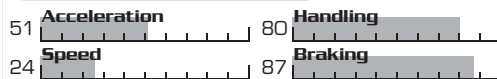
Maximum Speed:
155 mph

0-60:
5.5 seconds

Maximum Horsepower:
300 bhp

Weight:
3,373 lbs

Weight/Power Ratio:
11.244 lbs/bhp



NISSAN 350Z NISMO S-Tune Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	51	24	80	87	155 mph	5.5 sec	300 bhp	3,373 lbs	E
02	\$10,000	54	32	82	87	167 mph	5.3 sec	350 bhp	3,373 lbs	E
03	\$20,000	57	38	84	87	177 mph	5.1 sec	400 bhp	3,373 lbs	D

The NISSAN 350Z NISMO S-Tune comes pre-upgraded by one performance kit level.

TEST DRIVE

an Limited

Noble



Available At: British Independents
(Pa'a La'a Kai: C-4)

High-End Tuner: British Parts
(Kaiona Beach: H-12)

Price: \$90,000



Noble M12 GTO-3R Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	78	34	91	74	170 mph	3.7 sec	352 bhp	2,380 lbs	B
01	\$42,000	80	37	91	74	176 mph	3.6 sec	369 bhp	2,380 lbs	B
02	\$74,000	82	40	92	74	181 mph	3.4 sec	394 bhp	2,285 lbs	B
03	\$143,000	85	44	93	77	188 mph	3.2 sec	422 bhp	2,285 lbs	B

Noble M12 GTO-3R

Engine Stats

Type: V6
Cylindered Capacity: 2,968 cc
Horsepower: 352 bhp
Maximum Torque: 350 lbs/ft
Red Line: 7,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 225/40/18
Rear Tires: 265/35/18
Front Brakes: Vented drilled discs
Rear Brakes: Vented drilled discs

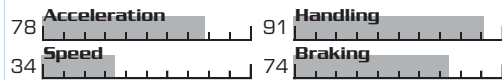
Maximum Speed:
170 mph

0-60:
3.7 seconds

Maximum Horsepower:
352 bhp

Weight:
2,380 lbs

Weight/Power Ratio:
6.764 lbs/bhp



Noble



Available At: British Independents
(Pa'a La'a Kai: C-4)

High-End Tuner: British Parts
(Kaiona Beach: H-12)

Price: \$115,000



Noble M14 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	69	46	90	74	189 mph	4.3 sec	400 bhp	2,535 lbs	C
01	\$32,000	69	49	90	74	195 mph	4.3 sec	420 bhp	2,535 lbs	C
02	\$47,000	74	53	91	82	200 mph	4.0 sec	448 bhp	2,433 lbs	C
03	\$93,000	77	58	92	87	208 mph	3.8 sec	480 bhp	2,433 lbs	C

Noble M14

Engine Stats

Type: V6
Cylindered Capacity: 2,968 cc
Horsepower: 400 bhp
Maximum Torque: 388 lbs/ft
Red Line: 7,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 235/40/18
Rear Tires: 295/35/18
Front Brakes: Vented drilled discs
Rear Brakes: Vented drilled discs

Maximum Speed:
189 mph

0-60:
4.3 seconds

Maximum Horsepower:
400 bhp

Weight:
2,535 lbs

Weight/Power Ratio:
6.338 lbs/bhp



Pagani



Available At: Italian Independents (Cemetery: F-10)

High-End Tuner: Forza Tuner
(Hahaione: I-12)

Price: \$414,000



Pagani Zonda C12S Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	80	64	90	58	217 mph	3.6 sec	550 bhp	2,755 lbs	A
01	\$80,000	81	68	90	58	224 mph	3.5 sec	577 bhp	2,755 lbs	A
02	\$125,000	84	72	92	74	230 mph	3.3 sec	616 bhp	2,645 lbs	A
03	\$220,000	87	77	94	82	239 mph	3.1 sec	660 bhp	2,645 lbs	A

Pagani Zonda C12S

Engine Stats

Type: V12
Cylindered Capacity: 7,291 cc
Horsepower: 550 bhp
Maximum Torque: 560 lbs/ft
Red Line: 6,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 255/40/18
Rear Tires: 345/35/18
Front Brakes: Vented discs
Rear Brakes: VeDi-S-ABS

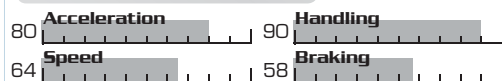
Maximum Speed:
217 mph

0-60:
3.6 seconds

Maximum Horsepower:
550 bhp

Weight:
2,755 lbs

Weight/Power Ratio:
5.011 lbs/bhp


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Lamborghini
Lotus
Maserati
McLaren
Mercedes-Benz
MV Agusta
Nissan\ Infinity
Noble
Pagani
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Saturn™
Shelby
Spyker
Triumph
TVR
VW
Wiesmann
TOUR OF OAHU
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CHALLENGES
MULTIPLAYER
UNLOCKABLES
& SECRETS

Pontiac®



Available At: US Muscles
(Diamond Head: J-10)
High-End Tuner: US Muscle
Tuner (Palolo: I-10)
Price: \$30,000



Pontiac® Firebird™

Engine Stats

Type: V8
Cylindered Capacity: 7,467 cc
Horsepower: 300 bhp
Maximum Torque: 415 lbs/ft
Red Line: 5,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Automatic
Front Tires: 180/60/15
Rear Tires: 230/60/15
Front Brakes: Discs
Rear Brakes: Discs

Maximum Speed:
124 mph

0-60:
7.1 seconds

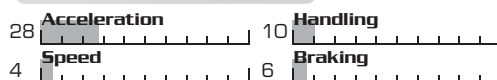
Maximum Horsepower:
300 bhp

Weight:
3,196 lbs

Weight/Power Ratio:
10.656 lbs/bhp

Pontiac® Firebird™ Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	28	4	10	6	124 mph	7.1 sec	300 bhp	3,196 lbs	G
01	\$5,000	31	6	10	6	128 mph	6.9 sec	315 bhp	3,196 lbs	G
02	\$15,000	35	9	15	24	132 mph	6.6 sec	336 bhp	3,068 lbs	G
03	\$30,000	38	12	20	36	137 mph	6.4 sec	360 bhp	3,068 lbs	G



Pontiac®



Available At: Pontiac® (Hickam
Village: H-8)
High-End Tuner: US Muscle
Tuner (Palolo: I-10)
Price: \$40,000



Pontiac® GTO®

Engine Stats

Type: V8
Cylindered Capacity: 5,665 cc
Horsepower: 350 bhp
Maximum Torque: 365 lbs/ft
Red Line: 6,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 245/45/17
Rear Tires: 245/45/17
Front Brakes: VeDi-S-ABS
Rear Brakes: Solid disc ABS

Maximum Speed:
155 mph

0-60:
5.4 seconds

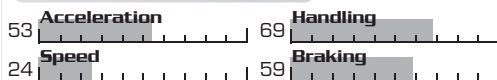
Maximum Horsepower:
350 bhp

Weight:
3,725 lbs

Weight/Power Ratio:
10.645 lbs/bhp

Pontiac® GTO® Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	53	24	69	59	155 mph	5.4 sec	350 bhp	3,725 lbs	E
01	\$12,000	56	26	69	59	160 mph	5.2 sec	367 bhp	3,725 lbs	E
02	\$22,000	62	29	70	79	164 mph	4.8 sec	392 bhp	3,576 lbs	E
03	\$42,000	66	33	71	85	170 mph	4.5 sec	420 bhp	3,576 lbs	E



Saleen



Available At: US Independents
(Keolu Hills: G-11)
High-End Tuner: US Muscle
Tuner (Palolo: I-10)
Price: \$555,000



Saleen S7 Twin-Turbo

Engine Stats

Type: V8
Cylindered Capacity: 7,011 cc
Horsepower: 750 bhp
Maximum Torque: 699 lbs/ft
Red Line: 6,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 275/35/19
Rear Tires: 345/30/20
Front Brakes: Vented discs
Rear Brakes: Vented discs

Maximum Speed:
226 mph

0-60:
2.8 seconds

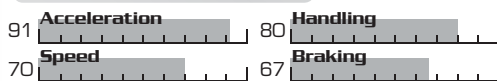
Maximum Horsepower:
750 bhp

Weight:
2,949 lbs

Weight/Power Ratio:
3.933 lbs/bhp

Saleen S7 Twin-Turbo Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	91	70	80	67	226 mph	2.8 sec	750 bhp	2,949 lbs	A
01	\$81,000	91	74	80	67	233 mph	2.8 sec	787 bhp	2,949 lbs	A
02	\$126,000	91	78	82	72	240 mph	2.8 sec	840 bhp	2,831 lbs	A
03	\$221,000	93	84	84	85	249 mph	2.7 sec	900 bhp	2,831 lbs	A



TEST DRIVE

unlimited

Saturn™



Available At: Chevrolet®-Saturn™ (Palolo: I-10)
High-End Tuner: Today's American Parts (McCully: I-10)
Price: \$23,000



Saturn™ Sky™

Engine Stats

Type: 4-cylinder in-line
Cylindereed Capacity: 2,384 cc
Horsepower: 170 bhp
Maximum Torque: 162 lbs/ft
Red Line: 6,750 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 245/45/18
Rear Tires: 245/45/18
Front Brakes: Vented discs
Rear Brakes: Solid disc

Maximum Speed:
139 mph

0-60:
7.2 seconds

Maximum Horsepower:
170 bhp

Weight:
2,861 lbs

Weight/Power Ratio:
16.833 lbs/bhp



Saturn™ Sky™ Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	26	14	70	51	139 mph	7.2 sec	170 bhp	2,861 lbs	F
01	\$5,000	28	16	70	74	144 mph	7.1 sec	178 bhp	2,861 lbs	F
02	\$10,000	35	19	72	82	148 mph	6.6 sec	190 bhp	2,747 lbs	F
03	\$20,000	41	22	74	91	153 mph	6.2 sec	204 bhp	2,747 lbs	F

Shelby



Available At: US Muscles (Diamond Head: J-10)
High-End Tuner: US Muscle Tuner (Palolo: I-10)
Price: \$1,000,000



Shelby Cobra® Daytona Coupe™

Engine Stats

Type: V8
Cylindereed Capacity: 4,736 cc
Horsepower: 380 bhp
Maximum Torque: 390 lbs/ft
Red Line: 8,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 170/90/15
Rear Tires: 210/90/15
Front Brakes: Discs
Rear Brakes: Drums

Maximum Speed:
189 mph

0-60:
4.1 seconds

Maximum Horsepower:
380 bhp

Weight:
2,299 lbs

Weight/Power Ratio:
6.051 lbs/bhp



Shelby Cobra® Daytona Coupe™ Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	72	46	66	40	189 mph	4.1 sec	380 bhp	2,299 lbs	G
01	\$40,000	74	49	66	40	195 mph	4.0 sec	399 bhp	2,299 lbs	G
02	\$80,000	75	53	68	47	200 mph	3.9 sec	425 bhp	2,207 lbs	G
03	\$120,000	78	58	70	56	208 mph	3.7 sec	456 bhp	2,207 lbs	G

Shelby



Available At: US Muscles (Diamond Head: J-10)
High-End Tuner: US Muscle Tuner (Palolo: I-10)
Price: \$200,000



Shelby GT500® '67

Engine Stats

Type: V8
Cylindereed Capacity: 7,016 cc
Horsepower: 355 bhp
Maximum Torque: 420 lbs/ft
Red Line: 6,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 180/70/15
Rear Tires: 180/70/15
Front Brakes: Discs
Rear Brakes: Drums

Maximum Speed:
136 mph

0-60:
6.2 seconds

Maximum Horsepower:
355 bhp

Weight:
3,445 lbs

Weight/Power Ratio:
9.707 lbs/bhp



Shelby GT500® '67 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	41	12	20	13	136 mph	6.2 sec	355 bhp	3,445 lbs	G
01	\$30,000	45	14	20	18	140 mph	5.9 sec	372 bhp	3,445 lbs	G
02	\$45,000	48	17	22	36	144 mph	5.7 sec	397 bhp	3,307 lbs	G
03	\$75,000	51	20	24	47	150 mph	5.5 sec	426 bhp	3,307 lbs	G

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Lamborghini
Lotus
Maserati
McLaren
Mercedes-Benz
MV Agusta
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Spyker



Available At: European Independents (Mililani: F-6)

High-End Tuner: European Specialist (Hawaii Kai: I-12)

Price: \$235,000



Spyker C8 Laviolette Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	68	44	80	60	186 mph	4.4 sec	400 bhp	2,810 lbs	C
01	\$39,000	69	47	80	60	192 mph	4.3 sec	420 bhp	2,810 lbs	C
02	\$60,000	72	51	82	67	197 mph	4.1 sec	448 bhp	2,698 lbs	C
03	\$120,000	75	56	84	74	205 mph	3.9 sec	480 bhp	2,698 lbs	C

Spyker C8 Laviolette

Engine Stats

Type: V8
Cylindered Capacity: 4,172 cc
Horsepower: 400 bhp
Maximum Torque: 353 lbs/ft
Red Line: 7,500 rpm

Maximum Speed:
186 mph

0-60:
4.4 seconds

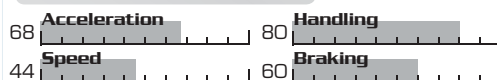
Maximum Horsepower:
400 bhp

Weight:
2,810 lbs

Weight/Power Ratio:
7.027 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 225/40/18
Rear Tires: 255/35/18
Front Brakes: Vented discs
Rear Brakes: VeDi-S-ABS



Triumph



Available At: Triumph (Wai'anae: G-3)

High-End Tuner: British Parts (Kaiona Beach: H-12)

Price: \$11,500



Triumph Speed Triple Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	84	24	80	62	155 mph	3.3 sec	128 bhp	416 lbs	mB
01	\$7,000	87	26	81	64	160 mph	3.1 sec	128 bhp	416 lbs	mB
02	\$10,000	88	29	82	70	164 mph	3.0 sec	134 bhp	395 lbs	mB
03	\$15,000	90	33	83	77	170 mph	2.9 sec	140 bhp	375 lbs	mB

Triumph Speed Triple

Engine Stats

Type: 3-cylinder in-line
Cylindered Capacity: 1,050 cc
Horsepower: 130 bhp
Maximum Torque: 78 lbs/ft
Red Line: 10,000 rpm

Maximum Speed:
155 mph

0-60:
3.3 seconds

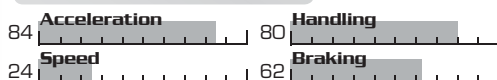
Maximum Horsepower:
128 bhp

Weight:
416 lbs

Weight/Power Ratio:
3.2 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Mechanical
Front Tires: 120/70/17
Rear Tires: 180/55/17
F Br: Double semi-float drilled disc
Rear Brakes: Discs



TVR



Available At: British Independents (Aliamanu: H-8)

High-End Tuner: British Parts (Kaiona Beach: H-12)

Price: \$100,000



TVR Sagaris Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	78	26	85	67	159 mph	3.7 sec	380 bhp	2,376 lbs	C
01	\$31,000	78	29	87	67	163 mph	3.7 sec	399 bhp	2,376 lbs	C
02	\$46,000	80	32	89	74	168 mph	3.6 sec	425 bhp	2,281 lbs	C
03	\$92,000	81	36	91	77	175 mph	3.5 sec	456 bhp	2,281 lbs	C

TVR Sagaris

Engine Stats

Type: 6-cylinder in-line
Cylindered Capacity: 3,996 cc
Horsepower: 380 bhp
Maximum Torque: 331 lbs/ft
Red Line: 7,800 rpm

Maximum Speed:
159 mph

0-60:
3.7 seconds

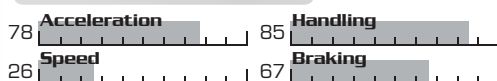
Maximum Horsepower:
380 bhp

Weight:
2,376 lbs

Weight/Power Ratio:
6.254 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 255/35/18
Rear Tires: 255/35/18
Front Brakes: Vented discs
Rear Brakes: Vented discs



TVR



Available At: British
Independents (Aliamanu: H-8)

High-End Tuner: British Parts
(Kaiona Beach: H-12)

Price: \$80,000



TVR Tuscan S

Engine Stats

Type: 6-cylinder in-line
Cylindereed Capacity: 3,996 cc
Horsepower: 380 bhp
Maximum Torque: 309 lbs/ft
Red Line: 7,500 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Mechanical
Front Tires: 225/35/18
Rear Tires: 255/35/18
Front Brakes: Vented discs
Rear Brakes: Vented discs

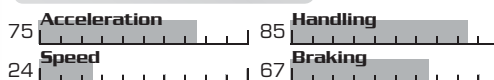
Maximum
Speed:
155 mph

0-60:
3.9 seconds

Maximum
Horsepower:
380 bhp

Weight:
2,425 lbs

Weight/
Power Ratio:
6.382 lbs/bhp



TVR Tuscan S Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	75	24	85	67	155 mph	3.9 sec	380 bhp	2,425 lbs	C
01	\$30,000	75	26	87	67	160 mph	3.9 sec	399 bhp	2,425 lbs	C
02	\$45,000	78	29	89	74	164 mph	3.7 sec	425 bhp	2,328 lbs	C
03	\$90,000	80	33	91	78	170 mph	3.6 sec	456 bhp	2,328 lbs	C

Volkswagen



Available At: Volkswagen
(Hawaii Kai: J-12)

High-End Tuner: European
Specialist (Hawaii Kai: I-12)

Price: \$37,000



Volkswagen Golf R32

Engine Stats

Type: V6
Cylindereed Capacity: 3,200 cc
Horsepower: 250 bhp
Maximum Torque: 235 lbs/ft
Red Line: 6,500 rpm

Chassis Stats

Drivetrain: 4WD
Engine Position: Front
Gearbox: Sequential
Front Tires: 225/40/18
Rear Tires: 225/40/18
Front Brakes: Vented discs
Rear Brakes: Vented discs

Maximum
Speed:
152 mph

0-60:
6.4 seconds

Maximum
Horsepower:
250 bhp

Weight:
3,328 lbs

Weight/
Power Ratio:
13.316 lbs/bhp



Volkswagen Golf R32 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	38	22	68	54	152 mph	6.4 sec	250 bhp	3,328 lbs	F
01	\$5,000	42	24	68	59	156 mph	6.1 sec	262 bhp	3,328 lbs	F
02	\$10,000	48	27	70	79	161 mph	5.7 sec	280 bhp	3,195 lbs	F
03	\$20,000	53	31	72	83	167 mph	5.4 sec	300 bhp	3,195 lbs	F

Volkswagen

NOTE - You must complete all single-player (offline) Time
Attack challenges to unlock this vehicle for purchase.



Available At: Volkswagen
(Hawaii Kai: J-12)

Price: —



Volkswagen W12 Coupe

Engine Stats

Type: W12
Cylindereed Capacity: 5,998 cc
Horsepower: 600 bhp
Maximum Torque: 457 lbs/ft
Red Line: 7,000 rpm

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Sequential
Front Tires: 255/35/19
Rear Tires: 275/40/19
Front Brakes: Vented discs
Rear Brakes: Vented discs

Maximum
Speed:
217 mph

0-60:
3.5 seconds

Maximum
Horsepower:
600 bhp

Weight:
2,645 lbs

Weight/
Power Ratio:
4.409 lbs/bhp



Volkswagen W12 Coupe Performance Upgrades
The Volkswagen W12 Coupe cannot be tuned.

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Volkswagen

NOTE - You must complete all Hitchhiker challenges to unlock this vehicle for purchase.



Available At: Volkswagen
(Hawai'i Kai: J-12)

Price: —



Volkswagen W12 Roadster Performance Upgrades
The Volkswagen W12 Roadster cannot be tuned.

Volkswagen W12 Roadster

Engine Stats

Type: W12
Cylindered Capacity: 5,584 cc
Horsepower: 420 bhp
Maximum Torque: 405 lbs/ft
Red Line: 7,000 rpm

Maximum Speed:
186 mph

0-60:
4.5 seconds

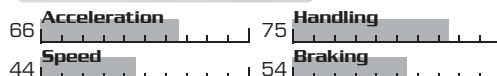
Maximum Horsepower:
420 bhp

Weight:
2,535 lbs

Weight/Power Ratio:
6.036 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Central
Gearbox: Sequential
Front Tires: 255/35/19
Rear Tires: 275/40/19
Front Brakes: Vented discs
Rear Brakes: Vented discs



Wiesmann



Available At: German
Independents (Ahuimanu: F-10)

High-End Tuner: European
Specialist (Hawai'i Kai: I-12)

Price: \$70,000



Wiesmann Roadster MF3

Engine Stats

Type: 6-cylinder in-line
Cylindered Capacity: 3,246 cc
Horsepower: 325 bhp
Maximum Torque: 258 lbs/ft
Red Line: 8,000 rpm

Maximum Speed:
158 mph

0-60:
4.9 seconds

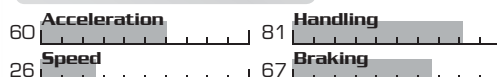
Maximum Horsepower:
325 bhp

Weight:
2,601 lbs

Weight/Power Ratio:
8.004 lbs/bhp

Chassis Stats

Drivetrain: Rear wheel drive
Engine Position: Front
Gearbox: Sequential
Front Tires: 215/50/17
Rear Tires: 215/50/17
F Br: Vented cross-drilled discs
R Br: Vented cross-drilled discs



Wiesmann Roadster MF3 Performance Upgrades

Kit Lvl	Cost	Accel	Speed	Handling	Braking	Max Speed	0-60	HP	Weight	Group
Stock	N/A	60	26	81	67	158 mph	4.9 sec	325 bhp	2,601 lbs	D
01	\$20,000	63	29	83	74	163 mph	4.7 sec	341 bhp	2,601 lbs	D
02	\$35,000	66	32	85	79	167 mph	4.5 sec	364 bhp	2,497 lbs	D
03	\$65,000	71	36	87	89	174 mph	4.2 sec	390 bhp	2,497 lbs	D

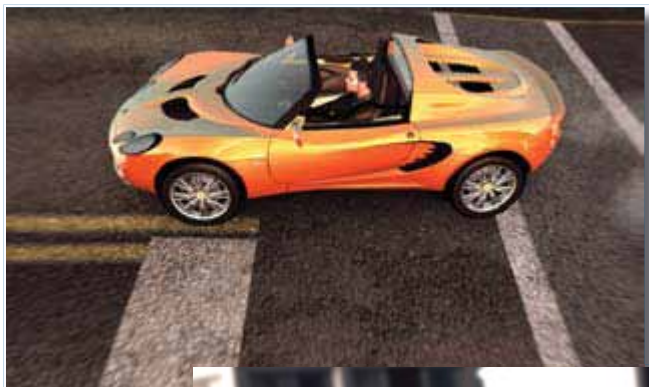
NOTE

The game offers 90 awesome vehicles (detailed here), but you can download many more by going online and accessing the Xbox Live Marketplace. To view and download additional vehicles from within the game, visit one of your houses, select the Trade menu, and then choose the Marketplace menu.



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unlimited



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Key Locations (Offline)

This section provides general overviews and tables of hardcore information pertaining to each and every offline Key Location on the island. Designed to correlate with the map, here you'll find everything you need to know about each and every car and bike showroom, clothing store, high-end tuner, house, real estate agency, paint shop, and vehicle rental agency. In short, anything that isn't a challenge is covered in this area of the guide.

NOTE

Information pertaining to online Key Locations (clubs and drive-ins) can be found near the start of the Multiplayer section.

Car and Bike Showrooms



Car and bike showrooms are the only Key Locations that are shown on the in-game map by default—you don't have to explore the island to discover them.

(Though, as with all Key Locations, you must first drive to a showroom before you can warp to it via the map.) Highlight a showroom on the map to learn its name, the brand(s) of vehicles sold there, and the number of vehicles they have for sale. If you've already visited the showroom, simply press **A** to warp there instantly.



Once you enter a showroom, you can view all of the cars or bikes they have for sale. Press **Left** or **Right** to cycle through the vehicles. The name

of each vehicle is displayed at the screen's upper left corner and its price is shown to the right. Statistics pertaining to the vehicle are shown along the screen's right side; press **X** to call up even more stats.

Press **Y** to check out a vehicle in greater detail.

You can then pan the view all around the vehicle, scope out its interior, and even honk the horn. This

is all purely cosmetic, however—for a taste of how the vehicle actually performs, press **LB** to take a two-minute spin about the streets of Oahu. (You can quit the test drive at any time through the Pause menu.)



When you're ready to make a purchase, highlight your vehicle of choice, then press **A**. Choose from the available manufacturer rim styles, exterior paint colors, and interior designs, but watch out: some of these stylistic choices may increase the total sale price. After making your decisions, you're asked to confirm the purchase. Press **A** to complete the sale and drive off the lot on your new set of wheels.



The following tables reveal the vehicles that can be purchased at each car and bike showroom, along with their base sale price and some of their most important stats. For ease of use, the tables are organized alphabetically by showroom name.

NOTE

Some vehicles are old-school classics and aren't always in stock. These vehicles periodically become restocked over time. Press **A** to reserve an out-of-stock vehicle and receive a mail notification when it becomes available.

NOTE

Some vehicles are have no price and instead must be unlocked before you can drive them off the lot. Press **A** to view the criteria for unlocking each of these special cars.



TEST DRIVE

unlimited

Alfa Romeo (McCully: I-10)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Alfa GT 3.2 V6 24v	F	\$38,000	34	21	74	67	151 mph	6.7 sec	FWD
Alfa Romeo 8c Competizione	C	—	69	44	73	67	186 mph	4.3 sec	RWD

Aston Martin (Aliamanu: H-8)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Aston Martin DB7 Zagato	D	\$290,000	60	42	72	40	184 mph	4.9 sec	RWD
Aston Martin DB9 Coupe	D	\$148,000	66	44	76	50	186 mph	4.5 sec	RWD
Aston Martin DB9 Volante	D	\$161,000	60	44	76	50	186 mph	4.9 sec	RWD
Aston Martin V8 Vantage	D	\$100,000	62	44	78	60	186 mph	4.8 sec	RWD
Aston Martin Vanquish S V12	C	\$262,000	71	52	80	60	199 mph	4.2 sec	RWD

Audi (Mo'ili'ili: I-10)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Audi A3 3.2 quattro DSG	F	\$37,000	38	22	68	68	152 mph	6.4 sec	RWD
Audi A6 4.2 quattro	E	\$71,000	38	24	60	60	155 mph	6.4 sec	4WD
Audi S4 Cabriolet	E	\$55,000	45	24	70	64	155 mph	5.9 sec	4WD
Audi TT quattro sport	F	\$42,000	45	24	71	68	155 mph	5.9 sec	4WD

British Independents (Aliamanu: H-8)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Caterham CSR 260	B	\$54,000	87	24	90	81	155 mph	3.1 sec	RWD
Lotus Elise R	D	\$43,200	60	20	84	75	150 mph	4.9 sec	RWD
Lotus Esprit V8	D	\$50,000	60	36	70	60	175 mph	4.9 sec	RWD
Lotus Sport Exige 240R	C	\$82,000	75	24	95	74	155 mph	3.9 sec	RWD
TVR Sagaris	C	\$100,000	78	26	85	67	159 mph	3.7 sec	RWD
TVR Tuscan S	C	\$80,000	75	24	85	67	155 mph	3.9 sec	RWD

British Independents (Pa'a La'a Kai: C-4)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Ascarl KZ1	B	\$150,000	75	52	75	81	198 mph	3.9 sec	RWD
Farboud Supercharged GTS Prototype 2005	B	\$150,000	77	56	85	74	205 mph	3.8 sec	RWD
McLaren F1	A	\$1,000,000	85	78	88	58	240 mph	3.2 sec	RWD
McLaren F1 GTR	A	\$1,500,000	90	60	92	62	211 mph	2.9 sec	RWD
Noble M12 GT0-3R	B	\$90,000	78	34	91	74	170 mph	3.7 sec	RWD
Noble M14	C	\$115,000	69	46	90	74	189 mph	4.3 sec	RWD

Cadillac® (Wai'anae: G-3)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Cadillac® XLR-V™	D	\$100,000	60	28	60	67	161 mph	4.9 sec	RWD

Chevrolet®-Saturn™ (Palolo: I-10)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Chevrolet® Corvette® C6™ Coupe	C	\$52,000	72	40	81	78	180 mph	4.1 sec	RWD
Chevrolet® Corvette® Z06™ Coupe	B	\$71,000	75	51	88	81	197 mph	3.9 sec	RWD
Chevrolet® SSR™	F	\$40,000	22	4	45	54	124 mph	7.5 sec	RWD
Saturn™ Sky™	F	\$23,000	26	14	70	51	139 mph	7.2 sec	RWD

Chrysler® (Kailua Heights: H-11)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Chrysler® 300C® SRT-8	D	\$50,000	60	30	50	64	164 mph	4.9 sec	RWD
Chrysler® Firepower Concept Car	C	—	66	36	72	81	174 mph	4.5 sec	RWD

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Chrysler® (Kailua Heights: H-11)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Chrysler® ME FOUR-TWELVE	A	—	90	84	70	63	248 mph	2.9 sec	RWD

Dodge (Kailua: G-11)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Dodge Viper SRT 10	B	\$85,000	74	46	86	78	189 mph	4.0 sec	RWD

European Classic (Ala Moana: I-9)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Jaguar Type E Coupe	G	\$40,000	26	22	35	52	152 mph	7.2 sec	RWD
Jaguar XJ220	B	\$160,000	74	60	65	54	211 mph	4.0 sec	RWD
Lamborghini Miura P400SV	G	\$160,000	34	40	60	40	180 mph	6.7 sec	RWD

European Classic (Kahalu'u: F-9)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Jaguar Type E Coupe	G	\$40,000	26	22	35	52	152 mph	7.2 sec	RWD
Maserati 3500 GT	G	\$55,000	20	16	40	27	142 mph	7.6 sec	RWD

European Classic (Kailua: G-11)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Ferrari 288 GTO	C	\$300,000	63	46	80	54	189 mph	4.7 sec	RWD
Lamborghini Miura P400SV	G	\$160,000	34	40	60	40	180 mph	6.7 sec	RWD
Maserati 3500 GT	G	\$55,000	20	16	40	27	142 mph	7.6 sec	RWD

European Classic (La'ie: B-8)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Jaguar Type E Coupe	G	\$40,000	26	22	35	52	152 mph	7.2 sec	RWD
Lamborghini Miura P400SV	G	\$160,000	34	40	60	40	180 mph	6.7 sec	RWD

European Classic (Portlock: J-12)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
AC 289	G	\$100,000	51	12	35	27	137 mph	5.5 sec	RWD
Aston Martin DB4 GT Zagato	G	\$3,000,000	42	22	60	27	152 mph	6.1 sec	RWD
Jaguar Type E Coupe	G	\$40,000	26	22	35	52	152 mph	7.2 sec	RWD
Jaguar XJ220	B	\$160,000	74	60	65	54	211 mph	4.0 sec	RWD
Mercedes-Benz 300 SL Gullwing	G	\$300,000	11	10	45	27	134 mph	8.2 sec	RWD

European Classic (Shafter: H-8)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Maserati 3500 GT	G	\$55,000	20	16	40	27	142 mph	7.6 sec	RWD
Mercedes-Benz 300 SL Gullwing	G	\$300,000	11	10	45	27	134 mph	8.2 sec	RWD

European Independents (Mililani: F-6)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Koenigsegg CC8S	A	\$400,000	82	78	75	67	239 mph	3.4 sec	RWD
Spyker C8 Laviolette	C	\$235,000	68	44	80	60	186 mph	4.4 sec	RWD

European Motorcycles (Mokule'ia: D-4)

Bike Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Ducati 999 R	mA	\$30,000	90	36	95	74	174 mph	2.9 sec	RWD
Ducati Monster S4R	mB	\$13,500	74	20	75	68	149 mph	4.0 sec	RWD
Ducati Supersport 1000 DS	mB	\$10,800	77	16	80	63	142 mph	3.8 sec	RWD
MV Agusta F4 Brutale 910S	mB	\$16,000	81	26	92	70	159 mph	3.5 sec	RWD
MV Agusta F4 Tamburini	mA	\$45,000	87	46	97	74	190 mph	3.1 sec	RWD

Ferrari-Maserati (Kapalama: I-9)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Maserati Spyder 90th Anniversary	D	\$110,000	59	37	82	78	175 mph	5.0 sec	RWD
Ferrari 575M Maranello	C	\$230,000	71	54	90	59	201 mph	4.2 sec	RWD
Ferrari F430	B	\$150,000	74	50	92	94	195 mph	4.0 sec	RWD
Ferrari F430 Spider	B	\$170,000	72	48	92	94	192 mph	4.1 sec	RWD
Maserati GranSport	D	\$107,500	61	40	84	81	180 mph	4.8 sec	RWD
Maserati Spyder Cambiocorsa	D	\$103,000	59	37	82	78	175 mph	5.0 sec	RWD

Ferrari-Maserati (Waikiki: I-10)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Enzo Ferrari	A	\$650,000	82	64	100	86	217 mph	3.4 sec	RWD
Ferrari 575M Maranello	C	\$230,000	71	54	90	59	201 mph	4.2 sec	RWD
Ferrari F430	B	\$150,000	74	50	92	94	195 mph	4.0 sec	RWD
Ferrari F430 Spider	B	\$170,000	72	48	92	94	192 mph	4.1 sec	RWD
Maserati GranSport	D	\$107,500	61	40	84	81	180 mph	4.8 sec	RWD
Maserati MC12	A	\$750,000	77	56	95	83	205 mph	3.8 sec	RWD
Maserati Spyder Cambiocorsa	D	\$103,000	59	37	82	78	175 mph	5.0 sec	RWD

Ford (Palolo: I-10)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Ford GT	B	\$177,000	80	46	85	81	190 mph	3.6 sec	RWD
Ford Mustang GT Convertible	E	\$30,000	57	20	69	52	149 mph	5.1 sec	RWD
Ford Mustang GT Coupe	E	\$25,000	57	20	69	52	149 mph	5.1 sec	RWD
Ford Mustang GT-R Concept	D	—	62	24	74	67	155 mph	4.8 sec	RWD
Ford Shelby Cobra Concept	B	—	71	56	75	60	205 mph	4.2 sec	RWD
Ford Shelby GR-1 Concept	B	—	71	64	75	60	217 mph	4.2 sec	RWD

German Independents (Ahuimanu: F-10)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Wiesmann Roadster MF3	D	\$70,000	60	26	81	67	158 mph	4.9 sec	RWD

Italian Independents (Cemetery: F-10)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Pagani Zonda C12S	A	\$414,000	80	64	90	58	217 mph	3.6 sec	RWD

Jaguar (Aliamanu: H-8)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Jaguar XK Convertible	E	\$81,000	44	24	70	58	155 mph	6.0 sec	RWD
Jaguar XK Coupe	E	\$75,000	45	24	70	58	155 mph	5.9 sec	RWD
Jaguar XKR Coupe	D	\$97,200	56	24	75	58	155 mph	5.2 sec	RWD

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Japanese Motorcycles (Makiki: I-9)

Bike Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Kawasaki Ninja ZX-10R	mA	\$14,000	88	42	97	70	183 mph	3.0 sec	RWD
Kawasaki Z1000	mB	\$10,100	81	22	100	67	152 mph	3.5 sec	RWD

Lamborghini (Maunaloa: I-12)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Lamborghini Gallardo SE	B	\$170,000	74	47	92	81	192 mph	4.0 sec	4WD
Lamborghini Gallardo Spyder	B	\$193,000	69	49	90	81	195 mph	4.3 sec	4WD
Lamborghini Murciélago Coupe	A	\$280,000	80	56	86	64	206 mph	3.6 sec	4WD

Lamborghini (Mililani: F-6)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Lamborghini Gallardo SE	B	\$170,000	74	47	92	81	192 mph	4.0 sec	4WD
Lamborghini Gallardo Spyder	B	\$193,000	69	49	90	81	195 mph	4.3 sec	4WD
Lamborghini Murciélago Coupe	A	\$280,000	80	56	86	64	206 mph	3.6 sec	4WD

Mercedes-Benz (Kapaehulu: I-10)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Mercedes-Benz CLK 55 AMG	D	\$89,400	62	24	65	77	155 mph	4.8 sec	RWD
Mercedes-Benz CLK DTM AMG	B	\$240,000	77	52	85	77	198 mph	3.8 sec	RWD
Mercedes-Benz CLS 55 AMG	D	\$107,000	65	24	63	77	155 mph	4.6 sec	RWD
Mercedes-Benz SL 65 AMG	C	\$225,000	71	24	72	71	155 mph	4.2 sec	RWD
Mercedes-Benz SLK 55 AMG	D	\$72,850	60	24	77	77	155 mph	4.9 sec	RWD
Mercedes-Benz SLR McLaren	A	\$460,000	81	57	82	90	207 mph	3.5 sec	RWD

NISSAN (Ala Wai Golf: J-10)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
NISSAN 350Z Coupe	E	\$35,100	45	24	75	77	155 mph	5.9 sec	RWD
NISSAN 350Z NISMO S-Tune	E	\$40,000	51	24	80	87	155 mph	5.5 sec	RWD

Pontiac® (Hickam Village: H-8)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Pontiac® GTO®	E	\$40,000	53	24	69	59	155 mph	5.4 sec	RWD

Triumph (Wai'anae: G-3)

Bike Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Triumph Speed Triple	mB	\$11,500	84	24	80	62	155 mph	3.3 sec	RWD

US Independents (Keolu Hills: G-11)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Saleen S7 Twin-Turbo	A	\$555,000	91	70	80	67	226 mph	2.8 sec	RWD

US Muscles (Diamond Head: J-10)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Chevrolet® Camaro® Z-28™	G	\$30,000	41	4	15	12	124 mph	6.2 sec	RWD
Chevrolet® Corvette® Stingray™ 69	G	\$40,000	44	4	20	40	124 mph	6.0 sec	RWD
Pontiac® Firebird™	G	\$30,000	28	4	10	6	124 mph	7.1 sec	RWD
Shelby Cobra® Daytona Coupe™	G	\$1,000,000	72	46	66	40	189 mph	4.1 sec	RWD
Shelby GT500®	G	\$200,000	41	12	20	13	136 mph	6.2 sec	RWD

Volkswagen (Hawai'i Kai: J-12)

Vehicle Name	Group	Price	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Volkswagen Golf R32	F	\$37,000	38	22	68	54	152 mph	6.4 sec	4WD
Volkswagen W12 Coupe	B	—	81	64	75	54	217 mph	3.5 sec	RWD
Volkswagen W12 Roadster	C	—	66	44	75	54	186 mph	4.5 sec	RWD

Clothing Stores



Visit clothing stores to update your character's look and attire, but make sure you've got some shopping coupons—you can't purchase new clothes with cash.

Complete Hitchhiker and Top Models challenges to earn more shopping coupons, then use them at the following clothing stores to expand your character's wardrobe.

NOTE

Each article of clothing costs one shopping coupon.

*ecko unltd.

Store Locations

- Ala Wai Golf (I-10)
- Wai'anae (G-3)
- Koko Head Park (I-13)

Upper Garments

Item Number	Name/Description	Got It?
1	Jacket (black)	<input type="checkbox"/>
2	Jacket (white)	<input type="checkbox"/>
3	Jacket (green)	<input type="checkbox"/>
4	Hooded Jacket with Zipper (red)	<input type="checkbox"/>
5	Hooded Jacket with Zipper (yellow)	<input type="checkbox"/>
6	Hooded Jacket with Zipper (white)	<input type="checkbox"/>
7	Hooded Jacket with Zipper (black)	<input type="checkbox"/>
8	T-Shirt (light brown w/ white logo)	<input type="checkbox"/>
9	Large T-Shirt (white w/ black logo)	<input type="checkbox"/>
10	Large T-Shirt (black w/ white logo)	<input type="checkbox"/>
11	Large T-Shirt (white w/ blue logo)	<input type="checkbox"/>
12	Large T-Shirt (green w/ yellow logo)	<input type="checkbox"/>
13	Shirt (white w/ blue and gray stripes)	<input type="checkbox"/>
14	Shirt (white w/ brown and green stripes)	<input type="checkbox"/>

Lower Garments

Item Number	Name/Description	Got It?
1	Baggy Pants (light blue jeans)	<input type="checkbox"/>
2	Baggy Pants (blue jeans)	<input type="checkbox"/>
3	Baggy Pants (faded blue jeans)	<input type="checkbox"/>
4	Jogging Pants (brown)	<input type="checkbox"/>
5	Jogging Pants (black)	<input type="checkbox"/>
6	Jogging Pants (green)	<input type="checkbox"/>
7	Belted Jeans (light blue)	<input type="checkbox"/>
8	Shorts (light brown)	<input type="checkbox"/>
9	Shorts (brown)	<input type="checkbox"/>

Shoes

Item Number	Name/Description	Got It?
1	Sneakers (white)	<input type="checkbox"/>

Ben Sherman

Store Locations

- Ala Moana (I-9)
- Wai'anae (G-3)
- La'ie (B-8)

Upper Garments

Item Number	Name/Description	Got It?
1	Jacket (white w/ purple shoulder)	<input type="checkbox"/>
2	Jacket (brown w/ yellow shoulder)	<input type="checkbox"/>
3	Jacket (blue w/ yellow pinstripes)	<input type="checkbox"/>
4	Blazer (gray)	<input type="checkbox"/>
5	Blazer (white)	<input type="checkbox"/>
6	Windbreaker (light blue)	<input type="checkbox"/>
7	T-Shirt (gray)	<input type="checkbox"/>
8	T-Shirt (orange w/ swirl logo)	<input type="checkbox"/>
9	T-Shirt (orange)	<input type="checkbox"/>
10	T-Shirt (green w/ bullseye logo)	<input type="checkbox"/>
11	T-Shirt (white w/ red logo)	<input type="checkbox"/>
12	Polo Shirt (light blue)	<input type="checkbox"/>
13	Polo Shirt (gray)	<input type="checkbox"/>
14	Polo Shirt (white w/ red stripes)	<input type="checkbox"/>
15	Shirt (white w/ blue, gray, and green stripes)	<input type="checkbox"/>
16	Shirt (white w/ red stripes)	<input type="checkbox"/>
17	Shirt (light blue w/ gray and yellow stripes)	<input type="checkbox"/>
18	Shirt (light blue w/ gray stripes)	<input type="checkbox"/>
19	Shirt (white w/ blue half-circle pattern)	<input type="checkbox"/>

Lower Garments

Item Number	Name/Description	Got It?
1	Baggy Pants (brown cargo)	<input type="checkbox"/>
2	Low-Rise Jeans (light blue)	<input type="checkbox"/>
3	Low-Rise Jeans (faded blue)	<input type="checkbox"/>
4	Low-Rise Jeans (blue)	<input type="checkbox"/>
5	Bermuda Shorts (brown)	<input type="checkbox"/>
6	Bermudas (brown)	<input type="checkbox"/>

Shoes

Item Number	Name/Description	Got It?
1	Sneakers (white)	<input type="checkbox"/>
2	Moccasins (black)	<input type="checkbox"/>
3	Shoes (black w/ white soles)	<input type="checkbox"/>

Ellson

Store Locations

- Ala Moana (I-9)
- Wai'anae (G-3)
- La'ie (B-8)

Upper Garments

Item Number	Name/Description	Got It?
1	Non-Sleeve Shirt (yellow w/ gray stripe)	<input type="checkbox"/>
2	Non-Sleeve Shirt (white)	<input type="checkbox"/>
3	Non-Sleeve Shirt (gray w/ white stripe)	<input type="checkbox"/>
4	Non-Sleeve Shirt (white w/ gray stripe)	<input type="checkbox"/>
5	Non-Sleeve Shirt (green w/ white stripe)	<input type="checkbox"/>
6	Non-Sleeve Shirt (white w/ green stripe)	<input type="checkbox"/>
7	Non-Sleeve Shirt (light green w/ white stripe)	<input type="checkbox"/>

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Upper Garments (Continued)		
Item Number	Name/Description	Got It?
8	Non-Sleeve Shirt (red w/ black stripe)	<input type="checkbox"/>
9	Non-Sleeve Shirt (purple w/ aqua stripe)	<input type="checkbox"/>
10	Non-Sleeve Shirt (green)	<input type="checkbox"/>
11	Non-Sleeve Shirt (gray)	<input type="checkbox"/>
12	T-Shirt (yellow w/ white design)	<input type="checkbox"/>
13	T-Shirt (green)	<input type="checkbox"/>
14	T-Shirt (textured blue w/ red design)	<input type="checkbox"/>
15	T-Shirt (red)	<input type="checkbox"/>
16	T-Shirt (red w/ white design)	<input type="checkbox"/>
17	T-Shirt (white)	<input type="checkbox"/>
18	T-Shirt (light gray w/ white design)	<input type="checkbox"/>
19	T-Shirt (black)	<input type="checkbox"/>
20	T-Shirt (black w/ white design)	<input type="checkbox"/>
21	T-Shirt (yellow)	<input type="checkbox"/>
22	T-Shirt (white w/ gray design)	<input type="checkbox"/>
23	T-Shirt (textured light gray w/ yellow design)	<input type="checkbox"/>
24	T-Shirt (gray w/ yellow design)	<input type="checkbox"/>
25	T-Shirt (textured brown w/ gray design)	<input type="checkbox"/>
26	T-Shirt (textured green w/ gray design)	<input type="checkbox"/>
27	Long-Sleeve T-Shirt (yellow w/ white design)	<input type="checkbox"/>
28	Long-Sleeve T-Shirt (white w/ gray design)	<input type="checkbox"/>
29	Long-Sleeve T-Shirt (red w/ black design)	<input type="checkbox"/>
30	Long-Sleeve T-Shirt (green w/ black design)	<input type="checkbox"/>
31	Long-Sleeve T-Shirt (gray w/ light gray design)	<input type="checkbox"/>
32	Long-Sleeve T-Shirt (white w/ gray design)	<input type="checkbox"/>
33	Long-Sleeve T-Shirt (red w/ black stripes)	<input type="checkbox"/>
34	Long-Sleeve T-Shirt (green w/ black stripes)	<input type="checkbox"/>
35	Long-Sleeve T-Shirt (gray w/ light gray stripes)	<input type="checkbox"/>
36	Long-Sleeve T-Shirt (textured light gray w/ dark gray stripes)	<input type="checkbox"/>
37	Long-Sleeve T-Shirt (textured red w/ black stripes)	<input type="checkbox"/>
38	Long-Sleeve T-Shirt (textured green w/ black stripes)	<input type="checkbox"/>
39	Long-Sleeve T-Shirt (textured black w/ gray stripes)	<input type="checkbox"/>
40	Shirt (red w/ white design)	<input type="checkbox"/>
41	Shirt (black w/ yellow logo)	<input type="checkbox"/>
42	Shirt (white w/ gray logo)	<input type="checkbox"/>
43	Shirt (light gray w/ white design)	<input type="checkbox"/>
44	Shirt (black w/ white design)	<input type="checkbox"/>
45	Shirt (white w/ red design)	<input type="checkbox"/>
46	Shirt (dark gray w/ red design)	<input type="checkbox"/>
47	Shirt (dark gray w/ white design)	<input type="checkbox"/>
48	Shirt (white w/ dark gray design)	<input type="checkbox"/>
49	Shirt (green w/ light blue design)	<input type="checkbox"/>

Lower Garments		
Item Number	Name/Description	Got It?
1	Jogging Pants (black w/ white stripes)	<input type="checkbox"/>
2	Jogging Pants (gray w/ yellow stripes)	<input type="checkbox"/>
3	Jogging Pants (gray w/ light gray stripes)	<input type="checkbox"/>
4	Jogging Pants (red w/ light gray stripes)	<input type="checkbox"/>
5	Jogging Pants (black w/ yellow stripes)	<input type="checkbox"/>

Shoes		
Item Number	Name/Description	Got It?
1	Cruiser (green w/ light brown)	<input type="checkbox"/>
2	Cruiser (black w/ white)	<input type="checkbox"/>
3	Cruiser (blue w/ white)	<input type="checkbox"/>
4	Cruiser (gray w/ white)	<input type="checkbox"/>
5	Cruiser (yellow w/ light yellow)	<input type="checkbox"/>

Sunglasses		
Item Number	Name/Description	Got It?
1	Sunglasses (black w/ yellow lenses)	<input type="checkbox"/>

Foxx

Store Locations

- Ala Moana (I-9)
- La'ie (B-8)
- Mililani (F-6)

Upper Garments		
Item Number	Name/Description	Got It?
1	Non-Sleeve Shirt (light gray w/ white logo)	<input type="checkbox"/>
2	Non-Sleeve Shirt (dark gray w/ light blue logo)	<input type="checkbox"/>
3	Non-Sleeve Shirt (white w/ maroon logo)	<input type="checkbox"/>
4	Non-Sleeve Shirt (gray w/ yellow logo)	<input type="checkbox"/>
5	Non-Sleeve Shirt (red w/ white logo)	<input type="checkbox"/>
6	Non-Sleeve Shirt (green w/ light green logo)	<input type="checkbox"/>
7	Non-Sleeve Shirt (gray w/ light blue logo)	<input type="checkbox"/>
8	T-Shirt (light blue w/ white/orange logo)	<input type="checkbox"/>
9	T-Shirt (gray w/ white/aqua logo)	<input type="checkbox"/>
10	T-Shirt (white w/ gray/orange logo)	<input type="checkbox"/>
11	T-Shirt (dark gray w/ yellow/white logo)	<input type="checkbox"/>
12	T-Shirt (red w/ white/gray logo)	<input type="checkbox"/>
13	T-Shirt (green w/ white/light green logo)	<input type="checkbox"/>
14	Long-Sleeve T-Shirt (light blue w/ white/orange logo)	<input type="checkbox"/>
15	Long-Sleeve T-Shirt (gray w/ white/aqua logo)	<input type="checkbox"/>
16	Long-Sleeve T-Shirt (white w/ gray/orange logo)	<input type="checkbox"/>
17	Long-Sleeve T-Shirt (dark gray w/ yellow/white logo)	<input type="checkbox"/>
18	Long-Sleeve T-Shirt (red w/ white/gray logo)	<input type="checkbox"/>
19	Long Sleeve T-Shirt (green w/ white/light green logo)	<input type="checkbox"/>
20	T-Shirt (light blue w/ white/orange chest logo)	<input type="checkbox"/>
21	T-Shirt (gray w/ white/aqua chest logo)	<input type="checkbox"/>
22	T-Shirt (white w/ gray/orange chest logo)	<input type="checkbox"/>
23	T-Shirt (dark gray w/ yellow/white chest logo)	<input type="checkbox"/>
24	T-Shirt (red w/ white/gray chest logo)	<input type="checkbox"/>
25	T-Shirt (green w/ white/light green chest logo)	<input type="checkbox"/>
26	Long-Sleeve T-Shirt (dark gray w/ aqua/light gray chest logo)	<input type="checkbox"/>
27	Long-Sleeve T-Shirt (dark blue w/ light blue chest logo)	<input type="checkbox"/>
28	Long-Sleeve T-Shirt (orange w/ white/gray chest logo)	<input type="checkbox"/>
29	Long-Sleeve T-Shirt (aqua w/ maroon/white chest logo)	<input type="checkbox"/>
30	Long-Sleeve T-Shirt (dark gray w/ orange/light gray chest logo)	<input type="checkbox"/>
31	Shirt (white w/ aqua design)	<input type="checkbox"/>
32	Shirt (aqua w/ orange design)	<input type="checkbox"/>
33	Shirt (black w/ white design)	<input type="checkbox"/>
34	Shirt (dark blue w/ aqua design)	<input type="checkbox"/>
35	Shirt (red w/ gray design)	<input type="checkbox"/>
36	Shirt (dark brown w/ light brown design)	<input type="checkbox"/>
37	Shirt (light brown)	<input type="checkbox"/>
38	Shirt (light blue w/ yellow flowers)	<input type="checkbox"/>
39	Shirt (white w/ gray flowers)	<input type="checkbox"/>
40	Shirt (white w/ green flowers)	<input type="checkbox"/>
41	Shirt (white w/ maroon flowers)	<input type="checkbox"/>
42	Shirt (dark brown w/ white flowers)	<input type="checkbox"/>
43	Shirt (red w/ purple flowers)	<input type="checkbox"/>
44	Shirt (light blue)	<input type="checkbox"/>
45	Shirt (black)	<input type="checkbox"/>
46	Shirt (light brown)	<input type="checkbox"/>
47	Shirt (maroon w/ yellow flowers, open chest)	<input type="checkbox"/>
48	Shirt (gray w/ yellow flowers, open chest)	<input type="checkbox"/>
49	Shirt (white w/ gray flowers, open chest)	<input type="checkbox"/>
50	Shirt (white w/ green flowers, open chest)	<input type="checkbox"/>
51	Shirt (white w/ maroon flowers, open chest)	<input type="checkbox"/>
52	Shirt (dark brown w/ gray flowers, open chest)	<input type="checkbox"/>
53	Shirt (red w/ purple flowers, open chest)	<input type="checkbox"/>
54	T-Shirt (light blue w/ shark design)	<input type="checkbox"/>
55	T-Shirt (green w/ shark design)	<input type="checkbox"/>
56	T-Shirt (gray w/ shark design)	<input type="checkbox"/>
57	T-Shirt (red w/ shark design)	<input type="checkbox"/>
58	T-Shirt (yellow w/ shark design)	<input type="checkbox"/>

TEST DRIVE

unlimited

Lower Garments

Item Number	Name/Description	Got It?
1	Bermuda Shorts (gray w/ yellow flowers)	<input type="checkbox"/>
2	Bermuda Shorts (green w/ aqua flowers)	<input type="checkbox"/>
3	Bermuda Shorts (brown w/ yellow flowers)	<input type="checkbox"/>
4	Bermuda Shorts (gray w/ blue flowers)	<input type="checkbox"/>
5	Bermuda Shorts (light gray w/ red flowers)	<input type="checkbox"/>
6	Bermuda Shorts (light gray w/ yellow flowers)	<input type="checkbox"/>
7	Low-Rise Jeans (blue)	<input type="checkbox"/>
8	Low-Rise Jeans (dark blue)	<input type="checkbox"/>
9	Pants (brown)	<input type="checkbox"/>
10	Pants (black)	<input type="checkbox"/>
11	Pants (dark brown)	<input type="checkbox"/>
12	Pants (blue)	<input type="checkbox"/>
13	Pants (black)	<input type="checkbox"/>
14	Pants (black)	<input type="checkbox"/>

Shoes

Item Number	Name/Description	Got It?
1	Flip-Flops (green band)	<input type="checkbox"/>
2	Flip-Flops (brown band)	<input type="checkbox"/>
3	Flip-Flops (light brown band)	<input type="checkbox"/>
4	Flip-Flops (gray band)	<input type="checkbox"/>
5	Flip-Flops (pink band)	<input type="checkbox"/>

Sunglasses

Item Number	Name/Description	Got It?
1	Sunglasses (brown w/ black lenses)	<input type="checkbox"/>
2	Sunglasses (black w/ black lenses)	<input type="checkbox"/>
3	Sunglasses (black w/ brown lenses)	<input type="checkbox"/>
4	Sunglasses (black w/ silver lenses)	<input type="checkbox"/>

Hick

Store Locations

- Kaiona Beach (H-12)
- Kawaioloa Beach (C-4)

Upper Garments

Item Number	Name/Description	Got It?
1	Custom Blazer (green/purple)	<input type="checkbox"/>
2	Custom Blazer (brown)	<input type="checkbox"/>
3	Custom Blazer (white/green)	<input type="checkbox"/>
4	Custom Blazer (green/purple)	<input type="checkbox"/>
5	Custom Blazer (brown)	<input type="checkbox"/>
6	Custom Blazer (white/green)	<input type="checkbox"/>
7	T-Shirt (yellow w/ black design)	<input type="checkbox"/>
8	T-Shirt (light green w/ gray design)	<input type="checkbox"/>
9	T-Shirt (brown w/ light blue design)	<input type="checkbox"/>
10	T-Shirt (white)	<input type="checkbox"/>
11	T-Shirt (light blue w/ pink design)	<input type="checkbox"/>
12	T-Shirt (orange w/ yellow design)	<input type="checkbox"/>
13	T-Shirt (black w/ yellow design)	<input type="checkbox"/>
14	T-Shirt (green w/ yellow design)	<input type="checkbox"/>
15	Long-Sleeve T-Shirt (maroon w/ white sleeves)	<input type="checkbox"/>
16	Long-Sleeve T-Shirt (white w/ green sleeves)	<input type="checkbox"/>
17	Long-Sleeve T-Shirt (brown w/ light brown sleeves)	<input type="checkbox"/>
18	Long-Sleeve T-Shirt (light blue w/ white sleeves)	<input type="checkbox"/>
19	Long-Sleeve T-Shirt (black w/ yellow sleeves)	<input type="checkbox"/>
20	Long-Sleeve T-Shirt (green w/ light green sleeves)	<input type="checkbox"/>
21	Long-Sleeve T-Shirt (yellow w/ light yellow sleeves)	<input type="checkbox"/>
22	Long-Sleeve T-Shirt (black w/ blue design)	<input type="checkbox"/>
23	Long-Sleeve T-Shirt (yellow w/ black design)	<input type="checkbox"/>
24	Long-Sleeve T-Shirt (white w/ purple design)	<input type="checkbox"/>
25	Long-Sleeve T-Shirt (gray w/ yellow design)	<input type="checkbox"/>
26	Long-Sleeve T-Shirt (aqua w/ orange design)	<input type="checkbox"/>

Upper Garments (Continued)

Item Number	Name/Description	Got It?
27	Long-Sleeve T-Shirt (green w/ yellow design)	<input type="checkbox"/>
28	Long-Sleeve T-Shirt (purple w/ yellow design)	<input type="checkbox"/>
29	Long-Sleeve T-Shirt (blue w/ green design)	<input type="checkbox"/>
30	Long-Sleeve T-Shirt (orange w/ yellow design)	<input type="checkbox"/>
31	Shirt (yellow w/ orange sleeves)	<input type="checkbox"/>
32	Shirt (yellow w/ black sleeves)	<input type="checkbox"/>
33	Shirt (brown w/ black sleeves)	<input type="checkbox"/>
34	Shirt (aqua w/ blue sleeves)	<input type="checkbox"/>
35	Shirt (white w/ gray sleeves)	<input type="checkbox"/>
36	Shirt (gray w/ black sleeves)	<input type="checkbox"/>
37	Shirt (light green w/ green sleeves)	<input type="checkbox"/>

Lower Garments

Item Number	Name/Description	Got It?
1	Belted Jeans (black)	<input type="checkbox"/>
2	Belted Jeans (blue)	<input type="checkbox"/>
3	Belted Jeans (faded blue)	<input type="checkbox"/>
4	Belted Jeans (dark blue)	<input type="checkbox"/>
5	Pants (black w/ red stripe)	<input type="checkbox"/>
6	Pants (gray w/ blue stripe)	<input type="checkbox"/>
7	Pants (gray w/ yellow stripe)	<input type="checkbox"/>

Shoes

Item Number	Name/Description	Got It?
1	Sneakers (light brown)	<input type="checkbox"/>
2	Sneakers (gray/yellow)	<input type="checkbox"/>
3	Sneakers (gray)	<input type="checkbox"/>
4	Sneakers (yellow/gray)	<input type="checkbox"/>
5	Sneakers (green/light green)	<input type="checkbox"/>
6	Sneakers (brown/light brown)	<input type="checkbox"/>
7	Flip-Flops (purple)	<input type="checkbox"/>
8	Flip-Flops (blue)	<input type="checkbox"/>
9	Flip-Flops (yellow/green)	<input type="checkbox"/>
10	Flip-Flops (white/green)	<input type="checkbox"/>
11	Flip-Flops (red/green)	<input type="checkbox"/>
12	Flip-Flops (light green/green)	<input type="checkbox"/>
13	Hiking Boots (light green)	<input type="checkbox"/>
14	Hiking Boots (light brown)	<input type="checkbox"/>
15	Hiking Boots (black)	<input type="checkbox"/>
16	Hiking Boots (yellow)	<input type="checkbox"/>
17	Hiking Boots (blue)	<input type="checkbox"/>
18	Hiking Boots (red)	<input type="checkbox"/>
19	Hiking Boots (aqua)	<input type="checkbox"/>
20	Hiking Boots (green)	<input type="checkbox"/>
21	Cruiser (gray/orange)	<input type="checkbox"/>
22	Cruiser (gray/aqua)	<input type="checkbox"/>
23	Cruiser (brown/light brown)	<input type="checkbox"/>
24	Cruiser (aqua/gray)	<input type="checkbox"/>
25	Cruiser (black/white)	<input type="checkbox"/>
26	Cruiser (light green/white)	<input type="checkbox"/>
27	Cruiser (red/white)	<input type="checkbox"/>
28	Cruiser (gray/yellow)	<input type="checkbox"/>
29	Shoes (brown/white)	<input type="checkbox"/>
30	Shoes (orange/white)	<input type="checkbox"/>
31	Shoes (black/yellow)	<input type="checkbox"/>
32	Shoes (aqua/white)	<input type="checkbox"/>

INTRODUCTION OVERVIEW VEHICLES

KEY LOCATIONS

- Car and Bike Showrooms
- Clothing Stores
- High-End Tuners
- Housing and Real Estate
- Paint Shops
- Vehicle Rental Agencies
- CHALLENGES
- MULTIPLAYER
- UNLOCKABLES & SECRETS

Sunglasses		
Item Number	Name/Description	Got It?
1	Sunglasses (maroon w/ orange lenses)	<input type="checkbox"/>
2	Sunglasses (black w/ orange lenses)	<input type="checkbox"/>
3	Sunglasses (blue w/ orange lenses)	<input type="checkbox"/>
4	Sunglasses (red w/ orange lenses)	<input type="checkbox"/>

J. Gazzara

Store Locations

- Kane'ohe (G-10)
- Waikiki (I-10)
- Pa'a La'a Kai (C-4)

Upper Garments		
Item Number	Name/Description	Got It?
1	Blazer (black w/ aqua undershirt)	<input type="checkbox"/>
2	Blazer (black w/ white undershirt)	<input type="checkbox"/>
3	Blazer (black w/ red undershirt)	<input type="checkbox"/>
4	Blazer (black w/ gray undershirt)	<input type="checkbox"/>
5	Blazer (green w/ white undershirt)	<input type="checkbox"/>
6	Blazer (maroon w/ green undershirt)	<input type="checkbox"/>
7	Blazer (black w/ blue undershirt)	<input type="checkbox"/>
8	Shirt (white w/ open chest)	<input type="checkbox"/>

Lower Garments		
Item Number	Name/Description	Got It?
1	Low-Rise Jeans (blue)	<input type="checkbox"/>

Shoes		
Item Number	Name/Description	Got It?
1	Crocodile Shoes (green)	<input type="checkbox"/>
2	Crocodile Shoes (black)	<input type="checkbox"/>
3	Crocodile Shoes (brown)	<input type="checkbox"/>
4	Moccasins (brown)	<input type="checkbox"/>
5	Moccasins (black)	<input type="checkbox"/>
6	Moccasins (red)	<input type="checkbox"/>
7	Cowboy Boots (red)	<input type="checkbox"/>
8	Cowboy Boots (brown)	<input type="checkbox"/>
9	Cowboy Boots (black)	<input type="checkbox"/>

Sunglasses		
Item Number	Name/Description	Got It?
1	Sunglasses (silver w/ black lenses)	<input type="checkbox"/>
2	Sunglasses (silver w/ blue lenses)	<input type="checkbox"/>
3	Sunglasses (silver w/ gray lenses)	<input type="checkbox"/>
4	Sunglasses (silver w/ purple lenses)	<input type="checkbox"/>
5	Sunglasses (green w/ purple lenses)	<input type="checkbox"/>
6	Sunglasses (brown w/ purple lenses)	<input type="checkbox"/>
7	Sunglasses (gray w/ yellow lenses)	<input type="checkbox"/>
8	Sunglasses (brown w/ yellow lenses)	<input type="checkbox"/>
9	Sunglasses (green w/ yellow lenses)	<input type="checkbox"/>

Red Rabbit

Store Locations

- Ala Moana (I-9)
- Kalama Valley (I-13)

Upper Garments		
Item Number	Name/Description	Got It?
1	Motorcycle Jacket (red)	<input type="checkbox"/>
2	Motorcycle Jacket (black)	<input type="checkbox"/>
3	Motorcycle Jacket (green)	<input type="checkbox"/>
4	Motorcycle Jacket (yellow)	<input type="checkbox"/>
5	Motorcycle Jacket (blue)	<input type="checkbox"/>

Lower Garments		
Item Number	Name/Description	Got It?
1	Motorcycle Pants (red)	<input type="checkbox"/>
2	Motorcycle Pants (black)	<input type="checkbox"/>
3	Motorcycle Pants (green)	<input type="checkbox"/>
4	Motorcycle Pants (yellow)	<input type="checkbox"/>
5	Motorcycle Pants (blue)	<input type="checkbox"/>

Gloves		
Item Number	Name/Description	Got It?
1	Motorcycle Gloves (red)	<input type="checkbox"/>
2	Motorcycle Gloves (black)	<input type="checkbox"/>
3	Motorcycle Gloves (green)	<input type="checkbox"/>
4	Motorcycle Gloves (yellow)	<input type="checkbox"/>
5	Motorcycle Gloves (blue)	<input type="checkbox"/>

Boots		
Item Number	Name/Description	Got It?
1	Biker Boots (red)	<input type="checkbox"/>
2	Biker Boots (green)	<input type="checkbox"/>
3	Biker Boots (black)	<input type="checkbox"/>
4	Biker Boots (yellow)	<input type="checkbox"/>
5	Biker Boots (blue)	<input type="checkbox"/>

Helmets		
Item Number	Name/Description	Got It?
1	Helmet (silver)	<input type="checkbox"/>
2	Helmet (yellow)	<input type="checkbox"/>
3	Helmet (red)	<input type="checkbox"/>
4	Helmet (green)	<input type="checkbox"/>
5	Helmet (blue)	<input type="checkbox"/>
6	Helmet (silver w/ stripes)	<input type="checkbox"/>
7	Helmet (yellow w/ stripes)	<input type="checkbox"/>
8	Helmet (red w/ stripes)	<input type="checkbox"/>

Semporio

Store Locations

- Kahala'u (F-9)
- Waikiki (I-10)
- Nanakuli Beach (G-3)

Upper Garments		
Item Number	Name/Description	Got It?
1	Leather Jacket (red)	<input type="checkbox"/>
2	Leather Jacket (brown)	<input type="checkbox"/>
3	Leather Jacket (blue)	<input type="checkbox"/>
4	Shirt (green)	<input type="checkbox"/>
5	Shirt (white)	<input type="checkbox"/>
6	Shirt (black)	<input type="checkbox"/>
7	Shirt (red)	<input type="checkbox"/>
8	Shirt (dark green)	<input type="checkbox"/>
9	Shirt (maroon)	<input type="checkbox"/>

Lower Garments		
Item Number	Name/Description	Got It?
1	Smart Pants (brown)	<input type="checkbox"/>
2	Smart Pants (light gray)	<input type="checkbox"/>
3	Smart Pants (dark brown)	<input type="checkbox"/>
4	Smart Pants (green)	<input type="checkbox"/>
5	Smart Pants (maroon)	<input type="checkbox"/>
6	Smart Pants (gray)	<input type="checkbox"/>
7	Smart Pants (light brown)	<input type="checkbox"/>

Gloves

Item Number	Name/Description	Got It?
1	Leather Gloves (black)	<input type="checkbox"/>
2	Leather Gloves (brown)	<input type="checkbox"/>

Shoes

Item Number	Name/Description	Got It?
1	Leather Boots (gray)	<input type="checkbox"/>
2	Leather Boots (brown)	<input type="checkbox"/>
3	Leather Boots (orange)	<input type="checkbox"/>

Sunglasses

Item Number	Name/Description	Got It?
1	Sunglasses (black w/ black lenses)	<input type="checkbox"/>

High-End Tuners



To get the most out of your vehicles, visit the appropriate high-end tuners to dramatically enhance their performance. These

performance kit upgrades give you an edge over your competitors, and they're usually cheaper than buying new vehicles that have slightly better stats. The following table shows the names and locations of each high-end tuner, along with the brands (or "makes") of vehicles that can be serviced at each one.

NOTE

Some vehicles cannot be tuned.

TIP

To view the statistical benefits of each vehicle's performance upgrades, check out their overview sections in the "Vehicles" portion of this guide.

TIP

Save up and buy the highest performance kit level for your vehicles—this costs you much less cash than purchasing each kit level in turn.

High-End Tuners

Shop Name	Location	Makes Serviced
British Parts	Kaiona Beach (H-12)	AC, Ascari, Caterham, Farboud, Noble, Triumph, TVR
British Specialist	Aliamanu (H-8)	Aston Martin, Jaguar, Lotus, McLaren
European Specialist	Hawai'i Kai (I-12)	Audi, Koenigsegg, Mercedes-Benz, Spyker, Volkswagen, Wiesmann
Forza Tuner	Hahaione (I-12)	Alfa Romeo, Ducati, Ferrari, Lamborghini, Maserati, MV Agusta, Pagani

High-End Tuners (Continued)

Shop Name	Location	Makes Serviced
Japan Auto Parts	Aliamanu (H-8)	Kawasaki, NISSAN
Today's American Parts	McCully (I-10)	Cadillac®, Chrysler®, Saturn™
US Muscle Tuner	Palolo (I-10)	Chevrolet®, Dodge, Ford, Pontiac®, Saleen, Shelby

Housing and Real Estate

As your collection of vehicles grows, you'll need more and more garage space to house them all. Visit real estate agencies to view and purchase



new homes, thereby increasing your vehicular storage capacity. The following table lists all of the homes on the island, along with their price, storage capacity, and the real estate agency you must visit to purchase each one.

TIP

Luxury homes are ridiculously expensive and don't offer a whole lot of additional storage space for the price. Save cash by buying cheaper, smaller homes.

Houses & Real Estate

House Name	Location	Price	Garage Capacity	Real Estate Agency
Ala Moana House	McCully	\$150,000	4	Rob & Rodger (Aliamanu: H-8)
Ala Wai Eden	Waikiki	\$227,000	6	Rob & Rodger (McCully: I-10)
Api Spring House	Maunawili Valley	\$233,000	6	Rob & Rodger (McCully: I-10)
Baskerville Spring	Waikiki Beach	\$178,000	4	Rob & Rodger (Kane'ohe: F-10)
Beauty Hole House	La'ie	\$510,500	8	Rob & Rodger (La'ie: B-8)
Bel-Air Terrace	Keolu Hills	\$395,000	8	Rob & Rodger (Portlock: J-12)
Black Point House	Kahala	\$1,989,500	10	Rob & Rodger (Kahala: J-10)
Coconut Beach House	Diamond Head	\$515,000	8	Rob & Rodger (McCully: I-10)
Honouliuli Village	Honouliuli	\$499,500	8	Rob & Rodger (Aliamanu: H-8)
Hoomaluhia Paradise	Hahaione	\$167,500	4	Rob & Rodger (Portlock: J-12)
Hui Akikiki Place	Kane'ohe	\$159,000	4	Rob & Rodger (Kane'ohe: F-10)
Ka'ahu-manu	Waialae	\$150,000	4	Rob & Rodger (Aliamanu: H-8)
Kaahumanu Paradise	Pearl City	\$159,000	4	Rob & Rodger (McCully: I-10)
Kaakahi Spring	Ala Moana	\$185,000	4	Rob & Rodger (McCully: I-10)
Kahaloko Beach	Kea'au	\$229,500	6	Rob & Rodger (Wai'anae: G-3)

INTRODUCTION OVERVIEW VEHICLES

KEY LOCATIONS

Car and Bike Showrooms

Clothing Stores

High-End Tuners

Housing and Real Estate

Paint Shops

Vehicle Rental Agencies

CHALLENGES

MULTIPLAYER

UNLOCKABLES & SECRETS

Houses & Real Estate (Continued)				
House Name	Location	Price	Garage Capacity	Real Estate Agency
Kahaluu Lost Eden	Kahalu'u	\$221,500	6	Rob & Rodger (Kane'ohe: F-10)
Kahuku Point Paradise	Kahuku	\$980,500	10	Rob & Rodger (La'ie: B-8)
Kaiaka Heaven	Pa'a La'a Kai	\$2,225,500	10	Rob & Rodger (McCully: I-10)
Kaiaka Paradise	Mokule'ia	\$234,500	6	Rob & Rodger (Wai'anae: G-3)
Kaihalulu House	Kahuku Point	\$243,000	6	Rob & Rodger (La'ie: B-8)
Kaiuapuieho Sun Rise	Laenani Park	\$509,800	8	Rob & Rodger (Kane'ohe: F-10)
Kalaeokahipa Farm of Paradise	Kahuku	\$1,999,500	10	Rob & Rodger (La'ie: B-8)
Kalaeokakao Jewel	Makaha	\$198,000	4	Rob & Rodger (Wai'anae: G-3)
Kaloko Lost Heaven	Halona Blow Hole	\$2,999,990	10	Rob & Rodger (Portlock: J-12)
Kamehameha Beach	Heeia	\$401,500	8	Rob & Rodger (Kane'ohe: F-10)
Kauonahua Home	Waialua	\$160,000	4	Rob & Rodger (McCully: I-10)
Kealohi, Lae o Fort	Kane'ohe	\$1,180,500	10	Rob & Rodger (Kane'ohe: F-10)
Keilana Village	Ala Moana	\$164,500	4	Rob & Rodger (Waimanalo: H-12)
Kemoo Ditch House	Kamananui	\$170,000	4	Rob & Rodger (Kahala: J-10)
Keolo Hills	Kailua Heights	\$251,250	6	Rob & Rodger (Portlock: J-12)
Kewalo Palace	Ala Moana	\$990,500	10	Rob & Rodger (Aliamanu: H-8)
Ko Olina Paradise	Barber Point Harbor	\$2,145,000	10	Rob & Rodger (Aliamanu: H-8)
Kokupaa Homestead	Wai'anae	\$172,500	4	Rob & Rodger (Wai'anae: G-3)
Kuilei Beach Grand View	Diamond Head	\$308,500	8	Rob & Rodger (Kahala: J-10)
Laie House of Paradise	La'ie	\$316,000	8	Rob & Rodger (La'ie: B-8)
Lanikai Beach Inspiration	Bellows Field	\$3,153,250	10	Rob & Rodger (Waimanalo: H-12)
Lanikuhana Village	Millilani	\$201,500	4	Rob & Rodger (Aliamanu: H-8)
Lokelani House	Kulioouu	\$268,500	6	Rob & Rodger (Waimanalo: H-12)
Lokoea Village	Pa'a La'a Kai	\$488,500	8	Rob & Rodger (Kahala: J-10)
Loophole Haven of Peace	Maunawili Valley	\$299,500	8	Rob & Rodger (McCully: I-10)
Lost Keaau House	Kea'au	\$305,000	8	Rob & Rodger (Wai'anae: G-3)
Makapu'u Meditation	Makapu'u Point	\$309,000	8	Rob & Rodger (Waimanalo: H-12)
Malaekahana Homestead	La'ie	\$198,000	4	Rob & Rodger (La'ie: B-8)

Houses & Real Estate (Continued)				
House Name	Location	Price	Garage Capacity	Real Estate Agency
Mikaala Grand View	Mokule'ia	\$319,500	6	Rob & Rodger (Waimanalo: H-12)
Millilani Haven of Peace	Millilani	\$153,500	4	Rob & Rodger (Kahala: J-10)
Mokuleia Seventh Heaven	Mokule'ia	\$3,500,000	10	Rob & Rodger (Kahala: J-10)
Mokulua Lani Glory	Lanikai	\$1,005,000	10	Rob & Rodger (Waimanalo: H-12)
Old Hanapepe House	Portlock	\$1,110,500	10	Rob & Rodger (Portlock: J-12)
Old Makua Homestead	Makua	\$1,250,000	10	Rob & Rodger (Wai'anae: G-3)
PohaKupu Village	Kailua Heights	\$155,000	4	Rob & Rodger (Waimanalo: H-12)
Punauia Terrace	Oahu Golf	\$172,000	4	Rob & Rodger (La'ie: B-8)
Puninoni Village	Kapena Falls	\$221,000	6	Rob & Rodger (Portlock: J-12)
Sandy Beach Dream	Koko Head Park	\$502,000	8	Rob & Rodger (Portlock: J-12)
Shuns Reef	Waimea Bay	\$238,700	6	Rob & Rodger (Aliamanu: H-8)
The Orient	Kailua	\$2,305,500	10	Rob & Rodger (Kane'ohe: F-10)
Turtle Refuge	Kahuku Point	\$228,000	6	Rob & Rodger (La'ie: B-8)
Ulehawa Beach House	Wai'anae	\$500,500	8	Rob & Rodger (Wai'anae: G-3)
Wahiawa Abode	Kamananui	\$184,000	4	Rob & Rodger (Portlock: J-12)
Waialae Beach Terrace	Kahala	\$405,000	8	Rob & Rodger (Kahala: J-10)
Waianae Piliiaau House	Wai'anae	\$400,000	8	Rob & Rodger (Wai'anae: G-3)
Waihee Terrace	Maunawili Falls	\$238,500	6	Rob & Rodger (Kane'ohe: F-10)
Wailanaloa House	Hawai'i Kai	\$199,000	4	Rob & Rodger (Waimanalo: H-12)
Wailupe Beach House	Aina Haina	\$225,500	6	Rob & Rodger (Kahala: J-10)
Waimano Home	Pearl City	\$315,000	8	Rob & Rodger (Aliamanu: H-8)

Paint Shops



Tired of your vehicle's crummy old paint job? Visit a paint shop for a quick re-spray and add some spice to your life. Car paint shops at Ala Moana (I-9), Kahala (J-10), Lanikai (G-12), and Wai'anae (G-3) offer manufacturer color options only. The deluxe paint shop in Kahala (J-10) allows you to choose from any color in the rainbow—for a premium price, of course.

TEST DRIVE

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Vehicle Rental Agencies



Visit a vehicle rental agency to rent out a new set of wheels for a brief time. Renting vehicles can be a very cost-effective way of competing in challenges when none of the vehicles in your garage match up to a challenge's restriction criteria. The following tables reveal the cars that can be rented at each rental agency, along with their rental costs and basic performance statistics.

V-Rent (Ala Moana: I-9)

Vehicle Name	Group	10' Rental	20' Rental	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Aston Martin DB9 Volante	D	\$3,220	\$6,440	60	44	76	50	186 mph	4.9 sec	RWD
Aston Martin V8 Vantage	D	\$2,000	\$4,000	62	44	78	60	186 mph	4.8 sec	RWD
Chrysler® 300C® SRT-8	D	\$1,000	\$2,000	60	30	50	64	164 mph	4.9 sec	RWD
Lotus Elise R	D	\$860	\$1,725	60	20	84	75	150 mph	4.9 sec	RWD
Maserati GranSport	D	\$2,150	\$4,300	61	40	84	81	180 mph	4.8 sec	RWD
Maserati Spyder Cambiocorsa	D	\$2,060	\$4,120	59	37	82	78	175 mph	5.0 sec	RWD
Mercedes-Benz CLK 55 AMG	D	\$1,785	\$3,575	62	24	65	77	155 mph	4.8 sec	RWD

V-Rent (Diamond Head: J-10)

Vehicle Name	Group	10' Rental	20' Rental	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
AC 289	G	\$2,010	\$4,020	51	12	35	27	137 mph	5.5 sec	RWD
Chevrolet® Camaro® Z-28™	G	\$600	\$1,200	41	4	15	12	124 mph	6.2 sec	RWD
Chevrolet® Corvette® Stingray™ 69	G	\$800	\$1,600	44	4	20	40	124 mph	6.0 sec	RWD
Lamborghini Miura P400SV	G	\$3,200	\$6,400	34	40	60	40	180 mph	6.7 sec	RWD
Pontiac® Firebird™	G	\$600	\$1,200	28	4	10	6	124 mph	7.1 sec	RWD

V-Rent (Honolulu Airport: I-8)

Vehicle Name	Group	10' Rental	20' Rental	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Audi S4 Cabriolet	E	\$1,100	\$2,200	45	24	70	64	155 mph	5.9 sec	4WD
Chevrolet® SSR™	F	\$800	\$1,600	22	4	45	54	124 mph	7.5 sec	RWD
Lotus Elise R	D	\$860	\$1,725	60	20	84	75	150 mph	4.9 sec	RWD
Mercedes-Benz SLK 55 AMG	D	\$1,455	\$2,910	60	24	77	77	155 mph	4.9 sec	RWD
Pontiac® GTO®	E	\$800	\$1,600	53	24	69	59	155 mph	5.4 sec	RWD

V-Rent (Kahuku: B-7)

Vehicle Name	Group	10' Rental	20' Rental	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Ascarì KZ1	B	\$3,000	\$6,000	75	52	75	81	198 mph	3.9 sec	RWD
Chevrolet® Corvette® Z06™ Coupe	B	\$1,420	\$2,840	75	51	88	81	197 mph	3.9 sec	RWD
Dodge Viper SRT 10	B	\$1,700	\$3,400	74	46	86	78	189 mph	4.0 sec	RWD
Ferrari F430	B	\$3,000	\$6,000	74	50	92	94	195 mph	4.0 sec	RWD
Lamborghini Gallardo Spyder	B	\$3,860	\$7,720	69	49	90	81	195 mph	4.3 sec	4WD
Mercedes-Benz CLK DTM AMG	B	\$4,800	\$9,600	77	52	85	77	198 mph	3.8 sec	RWD
Noble M12 GTO-3R	B	\$1,800	\$3,600	78	34	91	74	170 mph	3.7 sec	RWD

V-Rent (Kalama Valley: I-13)

Vehicle Name	Group	10' Rental	20' Rental	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Aston Martin DB7 Zagato	D	\$5,800	\$11,600	60	42	72	40	184 mph	4.9 sec	RWD
Lotus Elise R	D	\$860	\$1,725	60	20	84	75	150 mph	4.9 sec	RWD
Lotus Esprit V8	D	\$1,000	\$2,000	60	36	70	60	175 mph	4.9 sec	RWD
Maserati GranSport	D	\$2,150	\$4,300	61	40	84	81	180 mph	4.8 sec	RWD
Maserati Spyder Cambiocorsa	D	\$2,060	\$4,120	59	37	82	78	175 mph	5.0 sec	RWD

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V-Rent (Kalama Valley: I-13) (Continued)

Vehicle Name	Group	10' Rental	20' Rental	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Mercedes-Benz CLS 55 AMG	D	\$2,140	\$4,280	65	24	63	77	155 mph	4.6 sec	RWD
Mercedes-Benz SLK 55 AMG	D	\$1,455	\$2,910	60	24	77	77	155 mph	4.9 sec	RWD
Jaguar XKR Coupe	D	\$1,940	\$3,885	56	24	75	58	155 mph	5.2 sec	RWD

V-Rent (Kapahulu: I-10)

Vehicle Name	Group	10' Rental	20' Rental	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Audi S4 Cabriolet	E	\$1,100	\$2,200	45	24	70	64	155 mph	5.9 sec	4WD
Ford Mustang GT Convertible	E	\$600	\$1,200	57	20	69	52	149 mph	5.1 sec	RWD
Ford Mustang GT Coupe	E	\$500	\$1,000	57	20	69	52	149 mph	5.1 sec	RWD
Pontiac® GTO®	E	\$800	\$1,600	53	24	69	59	155 mph	5.4 sec	RWD

V-Rent (Wahiawa: F-6)

Vehicle Name	Group	10' Rental	20' Rental	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Ascari KZ1	B	\$3,000	\$6,000	75	52	75	81	198 mph	3.9 sec	RWD
Chevrolet® Corvette® Z06™ Coupe	B	\$1,420	\$2,840	75	51	88	81	197 mph	3.9 sec	RWD
Dodge Viper SRT 10	B	\$1,700	\$3,400	74	46	86	78	189 mph	4.0 sec	RWD
Ferrari F430 Spider	B	\$3,400	\$6,800	72	48	92	94	192 mph	4.1 sec	RWD
Jaguar XJ220	B	\$3,200	\$6,400	74	60	65	54	211 mph	4.0 sec	RWD
Lamborghini Gallardo Spyder	B	\$3,860	\$7,720	69	49	90	81	195 mph	4.3 sec	4WD

V-Rent (Waiialua: D-4)

Vehicle Name	Group	10' Rental	20' Rental	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Enzo Ferrari	A	\$13,000	\$26,000	82	64	100	86	217 mph	3.4 sec	RWD
Ford GT	B	\$3,540	\$7,080	80	46	85	81	190 mph	3.6 sec	RWD
Lamborghini Murciélago Coupe	A	\$5,600	\$11,200	80	56	86	64	206 mph	3.6 sec	4WD
Maserati MC12	A	\$15,000	\$30,000	77	56	95	83	205 mph	3.8 sec	RWD
Mercedes-Benz SLR McLaren	A	\$9,200	\$18,400	81	57	82	90	207 mph	3.5 sec	RWD
Saleen S7 Twin-Turbo	A	\$11,100	\$22,200	91	70	80	67	226 mph	2.8 sec	RWD

V-Rent (Wai'anae: G-3)

Vehicle Name	Group	10' Rental	20' Rental	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Aston Martin Vanquish S V12	C	\$5,255	\$10,515	71	52	80	60	199 mph	4.2 sec	RWD
Chevrolet® Corvette® C6™ Coupe	C	\$1,040	\$2,080	72	40	81	78	180 mph	4.1 sec	RWD
Chevrolet® Corvette® Z06™ Coupe	B	\$1,420	\$2,840	75	51	88	81	197 mph	3.9 sec	RWD
Ferrari 288 GTO	C	\$6,000	\$12,000	63	46	80	54	189 mph	4.7 sec	RWD
Lotus Sport Exige 240R	C	\$1,640	\$3,280	75	24	95	74	155 mph	3.9 sec	RWD
Noble M12 GTO-3R	B	\$1,800	\$3,600	78	34	91	74	170 mph	3.7 sec	RWD
Spyker C8 Laviolette	C	\$4,710	\$9,420	68	44	80	60	186 mph	4.4 sec	RWD
TVR Sagaris	C	\$2,000	\$4,000	78	26	85	67	159 mph	3.7 sec	RWD

V-Rent (Waimanalo: H-12)

Vehicle Name	Group	10' Rental	20' Rental	Accel	Speed	Handling	Braking	Max Speed	0-60	Drive
Aston Martin Vanquish S V12	C	\$5,255	\$10,515	71	52	80	60	199 mph	4.2 sec	RWD
Chevrolet® Corvette® C6™ Coupe	C	\$1,040	\$2,080	72	40	81	78	180 mph	4.1 sec	RWD
Ferrari 288 GTO	C	\$6,000	\$12,000	63	46	80	54	189 mph	4.7 sec	RWD
Lotus Sport Exige 240R	C	\$1,640	\$3,280	75	24	95	74	155 mph	3.9 sec	RWD
Noble M12 GTO-3R	B	\$1,800	\$3,600	78	34	91	74	170 mph	3.7 sec	RWD
Noble M14	C	\$2,300	\$4,600	69	46	90	74	189 mph	4.3 sec	RWD

Challenges (Offline)

Races

Races are some of the most straightforward and plentiful offline challenges in *Test Drive Unlimited*. Your goal in each of these challenges is simple: Race faster and better than your opponents, striving to reach the finish line ahead of them in first place. The prize money you win is based off your finishing position—the better your position, the more cash you get.

NOTE

Some races have a bit more going on than others, including traffic, police, eliminator rules, and driving points. Check each race's overview section for the complete lowdown on each one, including tips to help you cross the finish line in first place.

The following table reveals general information on every offline race challenge in the game. Use it as a quick-reference tool to help you find races that fit your criteria, then flip to each race's section for more information.

Offline Race Challenges

Challenge Name	Starting Location	Level	Restriction	Length	Top Prize	Traffic	Police	Cash Cow	Page	Completed?
8 Drivers Make a Record...	Kapolei (H-5)	Amateur	None	4.7 miles	\$15,000	No	No	No	78	<input type="checkbox"/>
A Little Challenge	Maunalani (I-10)	Rookie	None	2.2 miles	\$7,000	No	Yes	No	78	<input type="checkbox"/>
Alfa Romeo Day	Maunalani (I-10)	Champion	Alfa Romeo	2.8 miles	\$75,000	No	No	Yes	79	<input type="checkbox"/>
Amateur Race	Halona Blow Hole (I-13)	Amateur	Group E	2.3 miles	\$10,000	Yes	No	Yes	79	<input type="checkbox"/>
American Duel	Mililani (F-6)	Expert	Ford	3.2 miles	\$40,000	No	No	No	79	<input type="checkbox"/>
Around the Crater	Kahala (J-10)	Pro	Group G	3.8 miles	\$20,000	No	No	Yes	79	<input type="checkbox"/>
Asphalt Eater	Kahala (J-10)	Rookie	Group F	1.0 miles	\$7,000	No	No	Yes	79	<input type="checkbox"/>
Asphalt King	Waikiki Beach (J-10)	Amateur	Group E	10.5 miles	\$20,000	No	No	No	79	<input type="checkbox"/>
Aston Martin Day	Pearl City (G-7)	Expert	Aston Martin	3.4 miles	\$40,000	No	No	Yes	80	<input type="checkbox"/>
Chevrolet® Trophy	Wai'anae (G-3)	Pro	Chevrolet®	6.0 miles	\$20,000	No	No	No	80	<input type="checkbox"/>
Cute Little Race Between Friends	Waialae (I-10)	Rookie	Group F	1.9 miles	\$5,000	No	No	No	80	<input type="checkbox"/>
Danger on the Street Corner	Kahuku (B-7)	Amateur	Cars only	2.6 miles	\$20,000	No	No	No	80	<input type="checkbox"/>
Eliminator at Your Service	Portlock (J-12)	Champion	None	6.4 miles	\$80,000	No	No	No	80	<input type="checkbox"/>
Ford Day	Honolulu Airport (I-7)	Champion	Ford	1.7 miles	\$75,000	No	No	Yes	80	<input type="checkbox"/>
Fratricide Head to Head	Mililani (F-6)	Pro	Group D	3.2 miles	\$20,000	Yes	No	No	81	<input type="checkbox"/>
German Duel	Hickam Village (H-7)	Expert	Mercedes-Benz	2.6 miles	\$40,000	No	No	No	81	<input type="checkbox"/>
Halawai Boulevard	Diamond Head (J-10)	Rookie	Group F	1.6 miles	\$5,000	Yes	No	No	81	<input type="checkbox"/>
Head to Head Is the Only Way	Kelehole Pass (F-4)	Expert	Group B	4.9 miles	\$40,000	Yes	No	No	81	<input type="checkbox"/>
It's All in the Handling	Aina Haina (I-11)	Amateur	Group E	2.4 miles	\$10,000	No	No	Yes	81	<input type="checkbox"/>
It's All in the Slide	Diamond Head (J-10)	Rookie	Group F	1.3 miles	\$7,000	No	No	No	82	<input type="checkbox"/>
Jackpot	Kawailoa (C-6)	Champion	Group A	5.1 miles	\$100,000	No	No	No	82	<input type="checkbox"/>
Kawasaki Trophy	Kalaheo Airport (I-5)	Champion	Kawasaki	8.2 miles	\$75,000	No	No	No	82	<input type="checkbox"/>
Last Man Standing	Pa'a La'a Kai (C-4)	Expert	Group C	14.0 miles	\$60,000	No	No	No	82	<input type="checkbox"/>
Lead Sales	Kuliouou (I-12)	Amateur	Groups E & F	1.5 miles	\$10,000	No	No	Yes	82	<input type="checkbox"/>
Lotus Day	Kailua (G-11)	Pro	Lotus	12.6 miles	\$40,000	Yes	No	No	83	<input type="checkbox"/>

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Offline Race Challenges (Continued)

Challenge Name	Starting Location	Level	Restriction	Length	Top Prize	Traffic	Police	Cash Cow	Page	Completed?
Making Up for Lost Time	Aliamanu (H-8)	Champion	Group mA	9.3 miles	\$75,000	No	No	No	83	<input type="checkbox"/>
Mountain Peak Ride	Makiki (I-9)	Champion	Groups A & B	2.9 miles	\$75,000	No	No	No	83	<input type="checkbox"/>
MV Agusta Trophy	Pearl City (G-7)	Champion	MV Agusta	21.7 miles	\$75,000	No	No	No	83	<input type="checkbox"/>
Old-School Racing	Makaha (F-2)	Amateur	Group G	4.1 miles	\$15,000	No	No	No	83	<input type="checkbox"/>
Only the Last Will Win	Maunaloa (I-12)	Pro	Groups D & E	8.7 miles	\$30,000	No	No	No	83	<input type="checkbox"/>
Pagani Day	Honouliuli (H-5)	Expert	Pagani	5.4 miles	\$40,000	No	No	No	84	<input type="checkbox"/>
Return to Sender	Shark's Cove (B-5)	Pro	None	7.9 miles	\$20,000	No	No	No	84	<input type="checkbox"/>
Ring of Speed	Kalaheo Airport (I-5)	Expert	Group B	10.3 miles	\$40,000	No	No	No	84	<input type="checkbox"/>
Rival Sisters	Maunawili (G-10)	Expert	Groups B & C	3.9 miles	\$40,000	Yes	No	No	84	<input type="checkbox"/>
Rookie's Race	Kapahulu (J-10)	Rookie	Group F	2.1 miles	\$5,000	No	No	No	84	<input type="checkbox"/>
Saleen Day	Waimanalo (H-12)	Pro	Saleen	2.6 miles	\$20,000	No	No	No	84	<input type="checkbox"/>
Seaside Slalom	Punalu'u (D-9)	Amateur	Group D	4.3 miles	\$17,000	No	No	No	85	<input type="checkbox"/>
Slide Power	Wai'anae (F-3)	Expert	Group G	6.6 miles	\$50,000	No	No	No	85	<input type="checkbox"/>
The Canyon's Revenge	Kamananui (D-5)	Champion	Group A	8.4 miles	\$75,000	No	No	No	85	<input type="checkbox"/>
The Dream at Your Fingertips	Kailua Heights (G-12)	Champion	Groups A, B, & C	6.6 miles	\$75,000	No	No	No	85	<input type="checkbox"/>
The Drop	Waialua (D-4)	Pro	Group mB	4.3 miles	\$20,000	No	No	No	85	<input type="checkbox"/>
The Forbidden Fall	Kahuku Point (A-7)	Champion	Group B	9.2 miles	\$75,000	No	No	No	85	<input type="checkbox"/>
The Improv	Kalihi Valley (H-9)	Pro	Group G	6.7 miles	\$20,000	Yes	Yes	No	86	<input type="checkbox"/>
The Infernal Descent	Manoa Falls (E-9)	Champion	Group B	2.4 miles	\$75,000	Yes	No	No	86	<input type="checkbox"/>
The Jaguar Classic	Pu'u'loa (I-6)	Champion	Jaguar	4.4 miles	\$75,000	Yes	Yes	Yes	86	<input type="checkbox"/>
The Last of the Legends	Waimea Bay (C-5)	Champion	Group A	4.2 miles	\$75,000	Yes	Yes	No	86	<input type="checkbox"/>
The Madinier Loop	Hauula (C-8)	Amateur	Group E	8.8 miles	\$30,000	No	No	No	86	<input type="checkbox"/>
The Never-Ending Loop	La'ie (B-8)	Champion	Group A	9.1 miles	\$100,000	No	No	No	86	<input type="checkbox"/>
Tour of the Island	Kalihi (H-9)	Expert	None	118.0 miles	\$500,000	No	No	No	87	<input type="checkbox"/>
Triumph Day	Kapahulu (J-10)	Champion	Group mB	5.1 miles	\$75,000	No	No	No	87	<input type="checkbox"/>

8 Drivers Make a Record...



Zoom: 2X

Starting Location: Kapolei (H-5)
Challenge Level: Amateur
Vehicle Restriction: None
Vehicle Used: McLaren F1
Length: 4.7 miles
Checkpoints: 7
Opponents: 7

Slow down for the S-curves you encounter just before the halfway mark in this race—it's easy to fly off the track if you're going too fast. If this occurs, try cutting through the brush, then picking up the trail again as if you were taking a shortcut. Slow down as you head uphill after the S-curves as well—otherwise, you may catch too much air off the hill and miss the wide hairpin turn that follows.

Goals	
Place	Prize
1st	\$15,000
2nd	\$3,750
3rd	\$1,500

A Little Challenge



Zoom: 2X

Location: Maunaloa (I-10)
Challenge Level: Rookie
Vehicle Restriction: None
Vehicle Used: McLaren F1
Length: 2.2 miles
Checkpoints: 5
Opponents: 3

This is a short and straightforward race with long straights and only one corner to worry about. Because there's no vehicle restriction, use a fast, high-class vehicle, and master rounding the somewhat-tricky left turn you encounter halfway toward the finish line to beat this race with ease. Don't hit any of the police cruisers you encounter or you'll be chased.

Goals	
Place	Prize
1st	\$7,000
2nd	\$1,750
3rd	\$700

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Alfa Romeo Day



Zoom: 2X

Starting Location: Maunalani (I-10)
Challenge Level: Champion
Vehicle Restriction: Alfa Romeo
Vehicle Used: Alfa GT 3.2 V6 24v
Length: 2.8 miles
Checkpoints: 6
Opponents: 7

This challenge pits you against seven other Alfa GT 3.2 V6 24v cars in a straight-up race to the finish line. Move over to the right as soon as the race begins to avoid bumping into your opponents, then gun it all the way to the finish line. There are no surprises or tricky turns to worry about, so simply follow the ideal racing line by cutting the inside of each bend in the track to win this challenge with ease.

Goals	
Place	Prize
1st	\$75,000
2nd	\$18,750
3rd	\$7,500

TIP

Unlock the Alfa Romeo 8c Competizione and use it to beat this challenge without even breaking a sweat.

Amateur Race



Zoom: 2X

Starting Location: Halona Blow Hole (I-13)
Challenge Level: Amateur
Vehicle Restriction: Group E
Vehicle Used: Ford Mustang GT Coupe
Length: 2.3 miles
Checkpoints: 5
Opponents: 5

Traffic is a factor in this short challenge, so keep your eyes on the horizon and watch for headlights. If you're neck-and-neck with an opponent, try nudging him into an oncoming vehicle to tip the scales in your favor. The bends in the road you encounter just before the finish line can be more troublesome than they appear, so ease up on the gas a bit to make sure you round them without losing control.

Goals	
Place	Prize
1st	\$10,000
2nd	\$2,500
3rd	\$1,000

American Duel



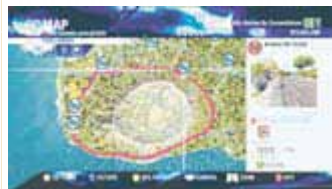
Zoom: 3X

Starting Location: Mililani (F-6)
Challenge Level: Expert
Vehicle Restriction: Ford
Vehicle Used: Ford GT
Length: 3.2 miles (over 3 laps)
Checkpoints: 25 (over 3 laps)
Opponents: 7
Driving Points: 100

This is an extremely difficult challenge in which proper cornering skills are a must. Not only must you outrace your rivals, you must do so without smashing into them or going off-road too often—you lose some of your driving points each time you do so, and you instantly fail the event if you run out. While there are three sharp 90-degree turns to deal with, there's almost no track undulation. Maneuver past the slower Fords at the start of the race without losing too many driving points and try to round the more gradual turns with as much speed as possible.

Goals	
Place	Prize
1st	\$40,000
2nd	\$10,000
3rd	\$4,000

Around the Crater



Zoom: 3X

Starting Location: Kahala (J-10)
Challenge Level: Pro
Vehicle Restriction: Group G
Vehicle Used: Lamborghini Miura P400SV
Length: 3.8 miles
Checkpoints: 8
Opponents: 7

This is a fairly easy, medium-sized run around a giant crater at the south end of Oahu. The sharp 90-degree turn you encounter between checkpoints 2 and 3 must be treated with respect, as must the tight hairpin turn that's just before the finish line. Watch out for the track undulation as you head up the crater—it's easy to land a bit funny after leaping off a rise in the road.

Goals	
Place	Prize
1st	\$20,000
2nd	\$5,000
3rd	\$2,000

Asphalt Eater



Zoom: 4X

Starting Location: Kahala (J-10)
Challenge Level: Rookie
Vehicle Restriction: Group F
Vehicle Used: Alfa GT 3.2 V6 24v
Length: 1.0 miles (over 2 laps)
Checkpoints: 11 (over 2 laps)
Opponents: 3

This race is short, sweet, and pays out \$7,000—not bad for a Group-F restrictor. Master rounding the twin hairpin turns at either end of the circuit and try to cut the inside corners as much as possible to win this event with ease.

Goals	
Place	Prize
1st	\$7,000
2nd	\$1,750
3rd	\$700

Asphalt King



Zoom: 1X

Starting Location: Waikiki Beach (J-10)
Challenge Level: Amateur
Vehicle Restriction: Group E
Vehicle Used: Ford Mustang GT Coupe
Length: 10.5 miles
Checkpoints: 2
Opponents: 5

This lengthy course takes you on a scenic trip through southern Oahu. You'll want a vehicle with good top-end speed, as the majority of the course is very straight with minimal road undulation. The first few turns you encounter are sharp and dangerous, so treat them with due respect. Then simply cut the inside corner of each bend in the track as you head toward the finish line.

Goals	
Place	Prize
1st	\$20,000
2nd	\$5,000
3rd	\$2,000

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Aston Martin Day



Zoom: 2X

Starting Location: Pearl City (G-7)
Challenge Level: Expert
Vehicle Restriction: Aston Martin
Vehicle Used: Aston Martin Vanquish S V12
Length: 3.4 miles
Checkpoints: 7
Opponents: 5

This is a moderately difficult trek through a lush, mountainous region of the island. Brake as you enter the first turn and try to exit with as much speed as possible to put some distance between yourself and your rivals. Hit the brakes again the moment you pass through the third checkpoint and steer hard into the downhill turn that follows. Let up on the gas as you head into the next corner and brake hard for the uphill turn that comes at you next. After rounding the tight 90-degree turn that's a short distance ahead, you face much more track undulation, but the corners become less trying. Push the envelope around each bend in the road as you make for the final checkpoint.

Goals	
Place	Prize
1st	\$40,000
2nd	\$10,000
3rd	\$4,000

Chevrolet® Trophy



Zoom: 2X

Starting Location: Wai'anāe (G-3)
Challenge Level: Pro
Vehicle Restriction: Chevrolet®
Vehicle Used: Chevrolet® Corvette® Z06™ Coupe
Length: 6.0 miles
Checkpoints: 7
Opponents: 7

Here's a straightforward dash along Oahu's western shore. Brake hard as you approach the first bridge to avoid flying off the road and into the water below. Cut the inside of the sharp 90-degree turn that follows immediately after the bridge and then gun it the rest of the way toward the finish line.

Goals	
Place	Prize
1st	\$20,000
2nd	\$5,000
3rd	\$2,000

Cute Little Race Between Friends



Zoom: 3X

Starting Location: Waialae (I-10)
Challenge Level: Rookie
Vehicle Restriction: Group F
Vehicle Used: Alfa GT 3.2 V6 24v
Length: 1.9 miles
Checkpoints: 7
Opponents: 5

After a good-sized straight, this course throws you into a barrage of nasty turns—treat them with plenty of respect and round them with skill to gain an early advantage. You'll likely be jockeying for position as you approach the first series of corners, so try rear-ending a leading opponent to quickly slow down if you enter a turn with too much speed. The rest of the track is composed of straights and two tight 90-degree corners—brake and steer hard into both turns, exiting them with control and speed.

Goals	
Place	Prize
1st	\$5,000
2nd	\$1,250
3rd	\$500

Danger on the Street Corner



Zoom: 3X

Starting Location: Kahuku (B-7)
Challenge Level: Amateur
Vehicle Restriction: Cars only
Vehicle Used: McLaren F1
Length: 2.6 miles
Checkpoints: 13
Opponents: 5

Danger, indeed—this course is nothing but corners, thrusting you into one sharp turn after another. Fortunately, there isn't much road undulation to deal with, making this a great course to hone your cornering skills on. You can use any car for this event, so pick one that has good handling and superb acceleration—this helps you to remain on the road and lets you exit each turn with plenty of speed.

Goals	
Place	Prize
1st	\$20,000
2nd	\$5,000
3rd	\$2,000

Eliminator at Your Service



Zoom: 3X

Starting Location: Portlock (J-12)
Challenge Level: Champion
Vehicle Restriction: None
Vehicle Used: Ducati 999 R
Length: 6.4 miles (over 7 laps)
Checkpoints: 64 (over 7 laps)
Opponents: 7

This is a brutal seven-lap elimination race. The competitor in last position is eliminated after each lap, slowly narrowing the playing field until only one racer is left. There are a ton of checkpoints to pass through during this event, so don't even think about going off-road or cutting through the grass when rounding corners. Use a vehicle with lots of acceleration and stay in control as you round each turn. If you're using a car and competing against motorcycles, push them around and try to get them to crash whenever an opportunity arises. Just don't lose control yourself!

Goals	
Place	Prize
1st	\$80,000
2nd	\$20,000
3rd	\$8,000

Ford Day



Zoom: 3X

Starting Location: Honolulu Airport (I-7)
Challenge Level: Champion
Vehicle Restriction: Ford
Vehicle Used: Ford GT
Length: 1.7 miles
Checkpoints: 7
Opponents: 7

Here's a challenging event that's exclusive to Fords. Pick the Ford GT and prepare to use all the dirty tricks you know to achieve victory. Outmuscle your competitors by nudging into them around turns. Block them if they approach from behind to help secure your position. Do whatever it takes to cross the finish line in first place and cash that \$75,000 check.

Goals	
Place	Prize
1st	\$75,000
2nd	\$18,750
3rd	\$7,500

Fratricide Head to Head



Zoom: 3X

Starting Location: Mililani (F-6)
Challenge Level: Pro
Vehicle Restriction: Group D
Vehicle Used: Maserati GranSport
Length: 3.2 miles
Checkpoints: 7
Opponents: 1

Mmm...Fratricide. This event pits you against just one other rival in a head-to-head dash toward victory. Ease off the gas a bit as you approach the first rise that's just past the start line to avoid flying off the track when you reach the top of the hill. Speed down the long stretch that follows, carefully avoiding the same-way traffic you encounter as you go. Brake for the hairpin you encounter at the halfway point and exit the turn with speed. Then simply bolt onward toward the finish line, being careful of the wider turns and treacherous road undulation near the end of the course.

Goals	
Place	Prize
1st	\$20,000
2nd	\$5,000

German Duel



Zoom: 3X

Starting Location: Hickam Village (H-7)
Challenge Level: Expert
Vehicle Restriction: Mercedes-Benz
Vehicle Used: Mercedes-Benz SLR McLaren
Length: 2.6 miles
Checkpoints: 9
Opponents: 7

You must outrace seven other Mercedes-Benzes in this grueling challenge. The Mercedes-Benz SLR McLaren is the vehicle to use for this event, but be careful: It likes to skid out when you give it too much gas. To maintain control, feather the gas and don't push the pedal to the floor when steering into sharp turns. Properly rounding the tight, corkscrew-like on-ramp at the beginning of the race is key—try to take the lead as you exit the turn and restart the challenge immediately if you crash. A long straight follows after the on-ramp, then you're thrust into a tight 90-degree turn. Slam on the brakes well before you reach this turn or you'll certainly crash. The rest of the course features sharp corners separated by short straights. Round each corner carefully and avoid spinning out, blocking any rivals who attempt to pass you from behind.

Goals	
Place	Prize
1st	\$40,000
2nd	\$10,000
3rd	\$4,000

Halawai Boulevard



Zoom: 3X

Starting Location: Diamond Head (J-10)
Challenge Level: Rookie
Vehicle Restriction: Group F
Vehicle Used: Alfa GT 3.2 V6 24v
Length: 1.6 miles
Checkpoints: 4
Opponents: 3

Here's one of the game's shortest and most straightforward races. It features just one turn, which you encounter at the midway point. The turn is nothing to worry about: simply let up on the gas for a second, steer hard, and then floor it again to drift through with all speed. Traffic is the real obstacle in this event, but try to use it to your advantage by shoving your opponents into it whenever you have the chance.

Goals	
Place	Prize
1st	\$5,000
2nd	\$1,250
3rd	\$500

Head to Head Is the Only Way



Zoom: 2X

Starting Location: Kelehole Pass (F-4)
Challenge Level: Expert
Vehicle Restriction: Group B
Vehicle Used: Ford GT
Length: 4.9 miles
Checkpoints: 7
Opponents: 5

Oncoming traffic; sharp, blind turns; and mountainous terrain with loads of track undulation—this grueling challenge is sure to push your handling skills to the limit. Though much of your success hinges on luck, you can tip the odds in your favor by feathering the gas to maintain control, braking before entering sharp turns, and flooring it whenever the chance permits. Choosing a vehicle with superb acceleration and handling is obviously important, but don't overlook top speed—high-end torque becomes important once you enter the final stretch.

Goals	
Place	Prize
1st	\$40,000
2nd	\$10,000
3rd	\$4,000

It's All in the Handling



Zoom: 3X

Starting Location: Aina Haina (I-11)
Challenge Level: Amateur
Vehicle Restriction: Group E
Vehicle Used: Ford Mustang GT Coupe
Length: 2.4 miles
Checkpoints: 7
Opponents: 5

Actually, it's all in the horsepower. Though this course features plenty of tough turns and track undulation, it's also heavy on long straights. A vehicle with good acceleration and a high top speed will carry you to the finish line in first place—even if your cornering skills leave something to be desired. Give each turn due respect, particularly the hairpin that's near the halfway point. But be ready to hammer on the gas when the road opens up into a straight.

Goals	
Place	Prize
1st	\$10,000
2nd	\$2,500
3rd	\$1,000

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It's All in the Slide



Zoom: 4X

Starting Location: Diamond Head (J-10)
Challenge Level: Rookie
Vehicle Restriction: Group F
Vehicle Used: Alfa GT 3.2 V6 24v
Length: 1.3 miles (over 2 laps)
Checkpoints: 13 (over 2 laps)
Opponents: 3

This deceptively challenging event seems easy enough until you begin to gain speed and encounter its sharp turns. Maintaining control through each corner is crucial, as the trickiest turns feature off-road objects that will bring you to a short stop if you crash into them. Brake early and steer sharply into each tight corner, gunning it as you exit them to regain speed. After exiting the north hairpin, steer hard into the more gradual bend in the road that follows, letting up on the gas as necessary to maintain control as you cruise around it. Honing around the bend in this fashion helps you cross the finish line with good speed.


Goals	
Place	Prize
1st	\$7,000
2nd	\$1,750
3rd	\$700

Jackpot



Zoom: 2X

Starting Location: Kawaihoa (C-6)
Challenge Level: Champion
Vehicle Restriction: Group A
Vehicle Used: Saleen S7 Twin-Turbo
Length: 5.1 miles
Checkpoints: 6
Opponents: 5
Driving Points: 100

This is an extremely difficult challenge in which control and proper cornering skills are a must. Not only must you outrace your rivals, you must do so without smashing into them or going off-road too often—you lose some of your driving points each time you do so, and you instantly fail the event if you run out. This task is made all the more difficult by the high degree of road undulation and tough corners featured on this course. Do your best to maneuver past your competitors at the start of the race without ramming them or losing too many driving points. Once you've taken the lead, try to block any attempts at being passed from behind—you don't lose driving points when opponents rear-end you. Be ready to hit  at a moment's notice if you skid off-road, as you slowly lose driving points over time until you return to the asphalt. Pat yourself on the back if you manage to finish this event in first place; it's quite an accomplishment.

Goals	
Place	Prize
1st	\$100,000
2nd	\$25,000
3rd	\$10,000

Kawasaki Trophy



Zoom: 3X

Starting Location: Kalaeloa Airport (I-5)
Challenge Level: Champion
Vehicle Restriction: Kawasaki
Vehicle Used: Kawasaki Ninja ZX-10R
Length: 8.2 miles (over 3 laps)
Checkpoints: 13 (over 3 laps)
Opponents: 7

In this easy but lengthy challenge, you must outrace seven other Kawasaki motorcycles in a three-lap run around a medium-sized circuit. Pick the Kawasaki Ninja ZX-10R and follow a basic strategy of flooring it on the long straights and drastically slowing down for the circuit's six sharp corners. Ease off the throttle to maintain control when cruising through the slight bends in the road, particularly on the second and third laps, when you'll be moving at a good clip. By the end of the first lap, you should have a significant lead over your competitors and may take fewer risks on your path toward victory.

Goals	
Place	Prize
1st	\$75,000
2nd	\$18,750
3rd	\$7,500

Last Man Standing



Zoom: 3X

Starting Location: Pa'a La'a Kai (C-4)
Challenge Level: Expert
Vehicle Restriction: Group C
Vehicle Used: TVR Sagaris
Length: 14.0 miles (over 7 laps)
Checkpoints: 29 (over 7 laps)
Opponents: 7

This is a grueling seven-lap elimination challenge in which the racer in last place is eliminated from competition after each lap. Your cornering skills will be tested repeatedly during this trial, so choose a vehicle that has good ratings in handling, braking, and acceleration—the latter may be the most crucial, as it helps you pick up speed as you exit each turn. You don't need to push the envelope quite as much once you've taken the lead, so treat each corner with more and more respect as the laps tick by.

Goals	
Place	Prize
1st	\$60,000
2nd	\$15,000
3rd	\$6,000

Lead Soles



Zoom: 3X

Starting Location: Kuliouou (I-12)
Challenge Level: Amateur
Vehicle Restriction: Groups E and F
Vehicle Used: Ford Mustang GT Coupe
Length: 1.5 miles
Checkpoints: 2
Opponents: 5

Here's a fast money-maker for those who detest corners—a simple mile-and-a-half run that doesn't even throw one turn at you. Use the Ford Mustang GT Coupe to blow away your opponents and make an easy \$10,000 every minute or so. This is a perfect challenge to run during your early days in Oahu.

Goals	
Place	Prize
1st	\$10,000
2nd	\$2,500
3rd	\$1,000

Lotus Day



Zoom: 1X

Starting Location: Kailua (G-11)
Challenge Level: Pro
Vehicle Restriction: Lotus
Vehicle Used: Lotus Sport Exige 240R
Length: 12.6 miles
Checkpoints: 11
Opponents: 5

This challenge has it all: traffic, mountainous terrain, long straights, tough corners, and stiff competition from your rivals, all of whom drive Lotus vehicles. The Lotus Sport Exige 240R is a great choice for this event, as it has outstanding handling and acceleration ratings. You begin in a hilly region full of dips, rises, and nasty turns—do your best to maintain stability and avoid pedestrian vehicles. The middle portion of the course is fairly straightforward, so try to put some distance between yourself and the rest of the pack through there. Be careful when you reach the final stages of the event, as you pass through the far more populated city of Honolulu. Watch for cross-traffic at intersections, and round the final 90-degree corner with care.

Goals	
Place	Prize
1st	\$40,000
2nd	\$10,000
3rd	\$4,000

Making Up for Lost Time



Zoom: 3X

Starting Location: Aliamanu (H-8)
Challenge Level: Champion
Vehicle Restriction: Group mA
Vehicle Used: Ducati 999 R
Length: 9.3 miles (over 3 laps)
Checkpoints: 31 (over 3 laps)
Opponents: 7

Here's an easy challenge that features three laps around a good-sized circuit full of hills and turns. Blow past your rivals early on, and once you've gained a solid lead, race less daringly and more intelligently by braking early for each corner. All Group mA motorcycles feature incredible acceleration and handling, so lean more toward stability and control rather than outright speed—you can quickly regain momentum even after braking to a near stop.

Goals	
Place	Prize
1st	\$75,000
2nd	\$18,750
3rd	\$7,500

Mountain Peak Ride



Zoom: 3X

Starting Location: Makiki (I-9)
Challenge Level: Champion
Vehicle Restriction: Groups A and B
Vehicle Used: Ford GT
Length: 2.9 miles
Checkpoints: 13
Opponents: 7

This is a tough challenge with loads of track undulation and sharp turns, including several hairpins. Though you can race any Group A vehicle, there's no need for crazy speed on this treacherous course. (We managed to win using the Ford GT, a Group B vehicle with good acceleration, handling, and braking.) No matter which car you choose, you'll be in for a tough race, so pick one you feel most comfortable driving. Treat each corner with plenty of respect and watch out for humps in the road that can send you flying into off-road objects.

Goals	
Place	Prize
1st	\$75,000
2nd	\$18,750
3rd	\$7,500

MV Agusta Trophy



Zoom: 3X

Starting Location: Pearl City (G-7)
Challenge Level: Champion
Vehicle Restriction: MV Agusta
Vehicle Used: MV Agusta F4 Tamburini
Length: 21.7 miles (over 10 laps)
Checkpoints: 41 (over 10 laps)
Opponents: 7

This is a trying 10-lap race around a relatively short circuit. Slam on the brakes every time you encounter either of the two 90-degree corners featured on this course—you'll fly off the track if you don't slow down. Tap the brakes and feather the gas as you round the S-curves that precede the circuit's second 90-degree turn to maintain control as you speed through. Use the MV Agusta F4 Tamburini and focus on staying in control of your bike at all times, and you'll have no trouble beating this challenge.

Goals	
Place	Prize
1st	\$75,000
2nd	\$18,750
3rd	\$7,500

Old-School Racing



Zoom: 3X

Starting Location: Makaha (F-2)
Challenge Level: Amateur
Vehicle Restriction: Group G
Vehicle Used: Lamborghini Miura P400SV
Length: 4.1 miles
Checkpoints: 6
Opponents: 7

Here's a nice, simple event for classic car lovers. This medium-sized course features a few tricky corners and lots of long straights with very little road undulation—perfect for old-school vehicles with high acceleration and top speed ratings. Brake hard for the sharp turns and ease off the gas around the more gradual bends to maintain control and your lead throughout this no-frills race.

Goals	
Place	Prize
1st	\$15,000
2nd	\$3,750
3rd	\$1,500

Only the Last Will Win



Zoom: 3X

Starting Location: Maunaloa (I-12)
Challenge Level: Pro
Vehicle Restriction: Groups D and E
Vehicle Used: Maserati GranSport
Length: 8.7 miles (over 5 laps)
Checkpoints: 41 (over 5 laps)
Opponents: 5

This is a challenging five-lap elimination race in which the driver in last position is eliminated from the event after each lap. The circuit is composed of several tough turns and S-curves that feature checkpoints, so don't stray from the asphalt when rounding them. Use the Maserati GranSport for this event, as it has outstanding handling and braking stats for a Group D vehicle, along with solid acceleration to help you power out of sharp corners. Try to take an early lead, and restart the race if you happen to miss a checkpoint.

Goals	
Place	Prize
1st	\$30,000
2nd	\$7,500
3rd	\$3,000

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Pagani Day



Zoom: 2X

Starting Location:
Honolulu (H-5)
Challenge Level: Expert
Vehicle Restriction: Pagani
Vehicle Used: Pagani Zonda C12S
Length: 5.4 miles
Checkpoints: 5
Opponents: 7

There's only one Pagani vehicle in the game, so you know exactly what you'll be up against in this straightforward challenge. Give yourself an edge by purchasing the highest performance kit upgrade for your Pagani Zonda C12S from the Forza Tuner shop. Maintain control through the course's initial on-ramp and just try to make it to onto the freeway that follows without crashing (restart if you crash badly). You don't need to be in first position right away because your souped-up Pagani can blow past any stock Paganis that are ahead of you during the long stretch toward the finish line.

Goals	
Place	Prize
1st	\$40,000
2nd	\$10,000
3rd	\$4,000

Return to Sender



Zoom: 2X

Starting Location: Shark's Cove (B-5)
Challenge Level: Pro
Vehicle Restriction: None
Vehicle Used: Ford GT
Length: 7.9 miles
Checkpoints: 21
Opponents: 5

This is a long, punishing challenge with no vehicle restriction. While the first half of the course is nothing but long straights with just a few gradual bends in the road, the course's second half is brutal in the extreme, throwing you from one sharp turn into the next and featuring oodles of track undulation. It's therefore important to pick a well-rounded vehicle that can handle tough corners and also cruise at a respectable top speed. Choose whichever Group A or B vehicle you feel most comfortable racing and prepare for a true test of your endurance and reflexes.

Goals	
Place	Prize
1st	\$20,000
2nd	\$5,000
3rd	\$2,000

Ring of Speed



Zoom: 3X

Starting Location: Kalaeloa Airport (I-5)
Challenge Level: Expert
Vehicle Restriction: Group B
Vehicle Used: Farboud Supercharged GTS Prototype 2005
Length: 10.3 miles (over 2 laps)
Checkpoints: 13 (over 2 laps)
Opponents: 7

Here's a two-lap race around a circuit that was built just for speed. Though there are a few tricky corners to master, the vast majority of the track is nothing but long straights with slight bends in the road. This, combined with the Group B vehicle restriction, makes the Farboud Supercharged GTS Prototype 2005 the vehicle of choice for this event. Fly down the straights without letting up on the gas and brake hard for each sharp turn to cross the finish line ahead of your rivals.

Goals	
Place	Prize
1st	\$40,000
2nd	\$10,000
3rd	\$4,000

Rival Sisters



Zoom: 2X

Starting Location: Maunawili (G-10)
Challenge Level: Expert
Vehicle Restriction: Groups B and C
Vehicle Used: Ford GT
Length: 3.9 miles
Checkpoints: 7
Opponents: 1

The challenge in this head-to-head race lies in keeping in control of your vehicle. The course runs along a mountainous region full of hills and valleys and features numerous corners that push your handling skills to the max. Traffic is also a factor—losing control at any moment can mean a hazardous wreck with an oncoming vehicle, so play it safe and try to force your opponent into an accident whenever possible. And hey, even if you lose, you still earn \$10,000!

Goals	
Place	Prize
1st	\$40,000
2nd	\$10,000

Rookie's Race



Zoom: 3X

Starting Location: Kapahulu (J-10)
Challenge Level: Rookie
Vehicle Restriction: Group F
Vehicle Used: Alfa GT 3.2 V6 24v
Length: 2.1 miles
Checkpoints: 5
Opponents: 3

This easy race is designed specifically for newbies. There are only two corners to worry about, though they're really more like gradual bends in the road. To round them successfully, simply ease off the gas and cut across the inside corner (you may need to tap the brakes a bit as well). Speed is key in this event, so use a Group F vehicle that's got some power under the hood, and avoid becoming stuck behind your opponents.

Goals	
Place	Prize
1st	\$5,000
2nd	\$1,250
3rd	\$500

Saleen Day



Zoom: 3X

Starting Location: Waimanalo (H-12)
Challenge Level: Pro
Vehicle Restriction: Saleen
Vehicle Used: Saleen S7 Twin-Turbo
Length: 2.6 miles
Checkpoints: 7
Opponents: 7

Every vehicle gets its day, and today it's the Saleen S7 Twin-Turbo's turn. This course's first few turns are quite tricky, especially the ones you encounter between checkpoints 3 and 4, so hit the brakes to slow down, feather the gas to maintain controlled drifts, and focus on achieving high exit velocities. Watch out for small rises in the track as well, particularly the one you encounter between checkpoints 4 and 5—the Saleens are incredibly fast and these little hills can send you flying off course, costing you the race.

Goals	
Place	Prize
1st	\$20,000
2nd	\$5,000
3rd	\$1,000

Seaside Slalom



Zoom: 3X

Starting Location: Punalu'u (D-9)
Challenge Level: Amateur
Vehicle Restriction: Group D
Vehicle Used: Maserati GranSport
Length: 4.3 miles (over 2 laps)
Checkpoints: 19 (over 2 laps)
Opponents: 5

This scenic dash along Oahu's eastern shore seems like it was made for the dominant handling skills of the Maserati GranSport. Slow down as you approach the uphill turn that follows after checkpoint 3—it's much sharper than it appears from the base of the hill. Most of this circuit's corners don't feature checkpoints, especially the ones you encounter along its western stretch—cut through these turns by going off-road for a bit to gain an advantage over your adversaries.

Goals	
Place	Prize
1st	\$17,000
2nd	\$4,250
3rd	\$1,700

Slide Power



Zoom: 3X

Starting Location: Waianae (F-3)
Challenge Level: Expert
Vehicle Restriction: Group G
Vehicle Used: Lamborghini Miura P400SV
Length: 6.6 miles (over 2 laps)
Checkpoints: 21 (over 2 laps)
Opponents: 7
Driving Points: 100

This is one of the more challenging classics-only circuits; not because of the course itself, but because driving points are in effect for this event. You begin with 100 driving points, and you lose points every time you crash into an opponent or object, or any time you go off-road. You fail if you run out of points, so race carefully and courteously. Brake for the sharper corners, particularly the circuit's two 90-degree turns, and keep in mind that you've got plenty of time to catch up to leading racers—this is a two-lap event.

Goals	
Place	Prize
1st	\$50,000
2nd	\$12,500
3rd	\$5,000

The Canyon's Revenge



Zoom: 1X

Starting Location: Kamananui (D-5)
Challenge Level: Champion
Vehicle Restriction: Group A
Vehicle Used: Enzo Ferrari
Length: 8.4 miles
Checkpoints: 10
Opponents: 7

This is an extremely difficult and lengthy run that only the most seasoned Group A racers will be able to complete successfully. Long straights lead into inconspicuous-looking bends and turns that are actually quite difficult to round when traveling at high speeds. Even the Enzo Ferrari, which has fantastic handling, has great difficulty speeding around this course's sharper corners. Practice racing this run until you've mastered its every corner, or you won't stand a chance against the stiff competition you face here.

Goals	
Place	Prize
1st	\$75,000
2nd	\$18,750
3rd	\$7,500

The Dream at Your Fingertips



Zoom: 4X

Starting Location: Kailua Heights (G-12)
Challenge Level: Champion
Vehicle Restriction: Groups A, B, and C
Vehicle Used: Enzo Ferrari
Length: 6.6 miles (over 7 laps)
Checkpoints: 36 (over 7 laps)
Opponents: 7

Here's another eight-driver elimination race that only the best racers will triumph over. The course throws you from one brutal turn into the next, most of which are preceded by severe dips or rises in the track. The circuit is mercifully short, however, so you can learn its twists and turns rather quickly with a bit of practice. Use whichever Group A, B, or C vehicle you feel most comfortable racing—we recommend the Enzo Ferrari for its superb acceleration and handling.

Goals	
Place	Prize
1st	\$75,000
2nd	\$18,750
3rd	\$7,500

The Drop



Zoom: 2X

Starting Location: Waialua (D-4)
Challenge Level: Pro
Vehicle Restriction: Group mB
Vehicle Used: MV Agusta F4 Brutale 910S
Length: 4.3 miles
Checkpoints: 6
Opponents: 3

This simple, no-frills course throws a few twists and turns at you, but none of them are very drastic. Ease off the gas as you round the sharper bends and tap the brakes when you begin to drift to the outside of the turn to maintain control. Otherwise, just keep the throttle at maximum the whole time. You shouldn't have any trouble claiming first prize on this easy run.

Goals	
Place	Prize
1st	\$20,000
2nd	\$5,000
3rd	\$2,000

The Forbidden Fall



Zoom: 2X

Starting Location: Kahuku Point (A-7)
Challenge Level: Champion
Vehicle Restriction: Group B
Vehicle Used: Farboud Supercharged GTS Prototype 2005
Length: 9.2 miles
Checkpoints: 10
Opponents: 7

This difficult event starts off with several challenging corners separated by short straights. Brake for each turn and don't worry about taking the lead; just try to keep somewhat close to the race leader at first. The long straight that makes up the majority of the course is where the Farboud Supercharged GTS Prototype 2005 truly shines—push the pedal to the floor and speed past your opposition on your dash toward the finish line, braking only for the somewhat-thorny bends that you encounter between checkpoints 8 and 9.

Goals	
Place	Prize
1st	\$75,000
2nd	\$18,750
3rd	\$7,500

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The Improv



Zoom: 2X

Starting Location: Kalihi Valley (H-9)
Challenge Level: Pro
Vehicle Restriction: Group G
Vehicle Used: Lamborghini Miura P400SV
Length: 6.7 miles
Checkpoints: 2
Opponents: 3

The combination of classic vehicles, traffic, and police chases makes this one of the game's more interesting race challenges. Try to cause your opponents to crash by nudging them into other vehicles in the early stages of the race, but never at the expense of your own self-control—you don't want to get into a wreck, especially considering that it will attract unwanted attention from the police, which can make this event far more difficult than it needs to be. The course becomes a bit confusing as you near the freeway and airfield areas, so pay close attention to your onscreen indicators and GPS navigation system to find the proper route toward the finish.

Goals	
Place	Prize
1st	\$20,000
2nd	\$5,000
3rd	\$2,000

The Infernal Descent



Zoom: 3X

Starting Location: Manoa Falls (E-9)
Challenge Level: Champion
Vehicle Restriction: Group B
Vehicle Used: Ford GT
Length: 2.4 miles
Checkpoints: 4
Opponents: 5

Twists, turns, and traffic make this challenge a true test of your handling skills. Strive to stay in control of your vehicle at all times to reduce the odds of colliding with pedestrian vehicles as you speed toward the finish line. The Ford GT has a good mix of acceleration, handling, and braking, each of which is important to success in the unpredictable run.

Goals	
Place	Prize
1st	\$75,000
2nd	\$18,750
3rd	\$7,500

The Jaguar Classic



Zoom: 2X

Starting Location: Pu'uloa (I-6)
Challenge Level: Champion
Vehicle Restriction: Jaguar
Vehicle Used: Jaguar XJ220
Length: 4.4 miles
Checkpoints: 5
Opponents: 5

This event is aptly named, as the classic Jaguar XJ220 is the best vehicle to use here. While the course features its share of sharp corners, the real challenge lies in avoiding the ever-present pedestrian traffic and police cruisers. Avoid these vehicular obstacles as best you can, and whenever the chance permits, use them to your advantage by bumping your adversaries into them. Brake early when approaching the course's 90-degree corners and hairpin turn—it's better to slow down than skid off the asphalt.

Goals	
Place	Prize
1st	\$75,000
2nd	\$18,750
3rd	\$7,500

The Last of the Legends



Zoom: 2X

Starting Location: Waimea Bay (C-5)
Challenge Level: Champion
Vehicle Restriction: Group A
Vehicle Used: McLaren F1
Length: 4.2 miles
Checkpoints: 8
Opponents: 5

This challenging event features some minor twists and turns and a bit of track undulation, but the real difficulty stems from the sparse traffic and police patrols. Avoid these obstacles as you bolt toward the finish line. If the opportunity arises, try sending your rivals into oncoming cars to ruin their day.

Goals	
Place	Prize
1st	\$75,000
2nd	\$18,750
3rd	\$7,500

The Madinier Loop



Zoom: 3X

Starting Location: Hauula (C-8)
Challenge Level: Amateur
Vehicle Restriction: Group E
Vehicle Used: Ford Mustang GT Coupe
Length: 8.8 miles (over 3 laps)
Checkpoints: 22 (over 3 laps)
Opponents: 5
Driving Points: 140

This is a long but easy three-lap race around a medium-sized circuit. Your competition isn't very skilled here and you'll likely have a substantial lead by the end of the first lap. The challenge then lies in preserving your driving points. You begin the race with 140 points and steadily lose them when you go off-road and each time you hit an object. Careful driving is important; remain on the road at all times and avoid slamming into guardrails and other objects, including your opponents. Monitor your driving points and take extra care if they ever run low.

Goals	
Place	Prize
1st	\$30,000
2nd	\$7,500
3rd	\$3,000

The Never-Ending Loop



Zoom: 4X

Starting Location: La'ie (B-8)
Challenge Level: Champion
Vehicle Restriction: Group A
Vehicle Used: Enzo Ferrari
Length: 9.1 miles (over 10 laps)
Checkpoints: 71 (over 10 laps)
Opponents: 7

This highly challenging event takes place on a small, cramped circuit. Speed takes a backseat to handling, as you're constantly being thrust from one turn into the next. There's no road undulation to worry about, but because you're restricted to Group A vehicles, you'll have a tough time maintaining control while trying to keep up a competitive pace. Pick the Group A car you feel most comfortable cornering with, and do your best not to spin out as you speed around each turn.

Goals	
Place	Prize
1st	\$100,000
2nd	\$25,000
3rd	\$10,000

Tour of the Island



Zoom: 1X

Starting Location: Kalihi (H-9)
Challenge Level: Expert
Vehicle Restriction: None
Vehicle Used: McLaren F1
Length: 118.0 miles
Checkpoints: 5
Opponents: 7

Hit the restroom and gas up the tank—there's no stopping for the next 118 miles! This ridiculously long challenge takes you on a scenic trip along the outskirts of the entire island of Oahu. Some may love it, some may hate it, but one thing's for sure: You've got to beat it if you want to unlock the Alfa Romeo 8c Competizione (and the Chrysler® ME FOUR-TWELVE, which requires you to beat every offline Race challenge). Because you face all manner of terrain during the course of this challenge, it's best to pick whichever Group A (or mA) vehicle you feel most comfortable driving. We recommend the McLaren F1, as it boasts the highest top speed of any vehicle in the game—very handy when you're bombing down those seemingly endless straights.

Goals	
Place	Prize
1st	\$500,000
2nd	\$125,000
3rd	\$50,000

Triumph Day



Zoom: 2X

Starting Location: Kapahulu (J-10)
Challenge Level: Champion
Vehicle Restriction: Group mB
Vehicle Used: Triumph Speed Triple
Length: 5.1 miles
Checkpoints: 9
Opponents: 7

Here's an endurance rally against seven other Triumph Speed Triple motorcycles. Take care around the hairpin turns, but push the envelope down straights and around each gradual bend in the road. If you're having trouble claiming first place, give yourself an edge by enhancing your bike's performance at the British Parts high-end tuner.

Goals	
Place	Prize
1st	\$75,000
2nd	\$18,750
3rd	\$7,500

Speed

Speed challenges are unique events in which you must accelerate past a number of stationary radar detectors in an effort to attain the highest average speed possible. Each radar detector you zip past records your speed, and once you've sped past them all, your average speed is calculated (all of your recorded speeds are added together and the sum is divided by the number of radars featured in the challenge). If your average speed is greater than the challenge's goal, you've successfully completed the event and you win first prize. To keep things interesting, you always race against the clock during Speed challenges. Make sure to drive past all of the challenge's radars before the countdown time limit expires!

NOTE

Some Speed challenges don't feature radars; they simply monitor your vehicle's velocity throughout the entire event and record your fastest speed.

TIP

In many Speed challenges, you have several seconds of extra time to play with. Make good use of this! Look for ways to give yourself some extra track so you can build up more speed before cruising past radars. For example, watch for radars that are stationed near turns and intersections. Instead of turning toward these radars, turn away from them. Tear down the street a few hundred feet in the opposite direction, pull a quick 180-degree turn, then come back at the radar at top speed.

The following table reveals general information on every offline Speed challenge in the game. Use it as a quick-reference tool to help you find Speed challenges that measure up to your standards, then flip to each event's overview section for details on how to beat them.

Offline Speed Challenges

Challenge Name	Starting Location	Level	Restriction	Countdown	Radars	Top Prize	Traffic	Police	Cash Cow	Page	Completed?
100 mph in the Mountains	Kelehole Pass (F-4)	Champion	Group A	1'10"00	4	\$50,000	Yes	No	Yes	88	<input type="checkbox"/>
110 mph in the Mountains	Keawa'ula (D-2)	Champion	Group mA	3'00"00	7	\$50,000	Yes	No	No	88	<input type="checkbox"/>
110 mph on a Winding Route	Schofield Barracks (E-5)	Champion	Group A	2'00"00	4	\$50,000	No	No	Yes	89	<input type="checkbox"/>
120 mph Downtown	Mokule'ia (D-4)	Champion	Cars only	2'00"00	5	\$50,000	Yes	No	Yes	89	<input type="checkbox"/>
130 mph Downtown	Wai'anae (G-3)	Champion	Group mB	1'45"00	4	\$50,000	Yes	No	No	89	<input type="checkbox"/>
130 mph on a Winding Route	Punchbowl Crater (I-9)	Champion	Group G	3'00"00	None	\$50,000	Yes	No	No	89	<input type="checkbox"/>
140 mph on a Winding Route	Kaiona Beach (H-12)	Amateur	Cars only	1'00"00	None	\$10,000	Yes	No	No	89	<input type="checkbox"/>
160 mph in Heavy Traffic	Kalama Valley (I-13)	Champion	Cars only	2'30"00	5	\$50,000	No	No	No	89	<input type="checkbox"/>
170 mph in Heavy Traffic	Kapakahi (I-11)	Pro	Cars only	1'00"00	None	\$15,000	Yes	No	Yes	90	<input type="checkbox"/>

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Offline Speed Challenges (Continued)

Challenge Name	Starting Location	Level	Restriction	Countdown	Radars	Top Prize	Traffic	Police	Cash Cow	Page	Completed?
170 mph on a Winding Route	Sand Island (I-9)	Champion	Group B	3'00"00	None	\$50,000	Yes	No	Yes	90	<input type="checkbox"/>
180 mph Downtown	Ala Moana (I-9)	Champion	Group B	2'00"00	None	\$75,000	Yes	No	Yes	90	<input type="checkbox"/>
180 mph in Heavy Traffic	Wahiawa (E-5)	Champion	Groups A & B	3'00"00	None	\$70,000	Yes	No	Yes	90	<input type="checkbox"/>
180 mph on a Winding Route	Kahuku Point (A-7)	Expert	Groups B & C	1'30"00	None	\$20,000	Yes	No	No	90	<input type="checkbox"/>
190 mph in Heavy Traffic	Pa'a La'a Uka (D-5)	Champion	Group B	2'00"00	None	\$50,000	Yes	No	No	90	<input type="checkbox"/>
200 mph on a Winding Route	Makaha (F-2)	Champion	Group A	0'30"00	1	\$25,000	Yes	No	No	91	<input type="checkbox"/>
Give Me Speed!	Nuuanu Valley (H-10)	Expert	Group C	2'00"00	5	\$40,000	Yes	No	No	91	<input type="checkbox"/>
In Need of Speed?	Kalihi Valley (H-10)	Amateur	Group E	0'40"00	4	\$5,000	Yes	No	Yes	91	<input type="checkbox"/>
Lucky Day	Waimanalo (H-12)	Expert	None	2'30"00	6	\$40,000	No	No	Yes	91	<input type="checkbox"/>
Merit Alley	Kuliouou (I-12)	Amateur	Groups E & F	2'30"00	5	\$12,000	Yes	Yes	No	91	<input type="checkbox"/>
Not Quite There Yet	Ahuimanu (F-9)	Pro	Group D	1'30"00	4	\$20,000	Yes	No	Yes	91	<input type="checkbox"/>
Pure Acceleration	Ala Moana (I-9)	Rookie	None	0'45"00	4	\$3,000	Yes	No	No	92	<input type="checkbox"/>
The Highway to Success	Mokapu Peninsula (F-11)	Expert	Group G	1'45"00	4	\$40,000	Yes	No	No	92	<input type="checkbox"/>
The Passion for Speed	Kailua Heights (H-12)	Amateur	None	2'30"00	5	\$10,000	No	No	No	92	<input type="checkbox"/>
The Threshold of Tolerance	Kuliouou (I-12)	Expert	Group A	2'30"00	6	\$40,000	No	No	Yes	92	<input type="checkbox"/>
The Wild Outdoors	Maunawili Valley (G-11)	Pro	Groups D & E	2'00"00	6	\$20,000	Yes	No	No	92	<input type="checkbox"/>
Total Freedom	Diamond Head (J-10)	Expert	Group C	2'30"00	7	\$40,000	Yes	No	Yes	93	<input type="checkbox"/>

100 mph in the Mountains

Starting Location: Kelehole Pass (F-4)

Challenge Level: Champion

Vehicle Restriction: Group A

Vehicle Used: Enzo Ferrari

Countdown Time: 1'10"00

Radars: 4

Speed Goals		
Place	Speed to Beat	Prize
1st	87.01 mph	\$50,000
2nd	80.79 mph	\$12,000
3rd	68.36 mph	\$5,000

This moderately challenging event takes place on a windy, hilly mountain pass. The presence of traffic means luck is a factor in each attempt, so don't hesitate to restart when necessary. Each radar is stationed at a turn—don't try to round these corners properly, just speed straight past their radars as fast as you can to record the best possible speed. You'll end up crashing off the side of the road, but you have plenty of time to play with, so this isn't a problem; just return to the road and speed onward. Do your best to pass the final radar at high velocity; the path that leads to it is more or less straight, so you should be able to record a speed of over 120 mph.

110 mph in the Mountains

Starting Location: Keawa'ula (D-2)

Challenge Level: Champion

Vehicle Restriction: Group mA

Vehicle Used: Ducati 999 R

Countdown Time: 3'00"00

Radars: 7

Speed Goals		
Place	Speed to Beat	Prize
1st	110.62 mph	\$50,000
2nd	99.44 mph	\$12,500
3rd	88.25 mph	\$5,000

Retracing your steps helps you beat this tricky challenge. Start by making your first right and speeding past the first radar—if you don't crash into traffic, you should be able to record a speed of over 140 mph fairly easily. Make your next right and pass the second radar; your speed won't be very impressive, but that's all right. Continue up the hill that follows until you cruise past the third radar at high speed (we managed over 130 mph). Immediately turn around and head back down the hill to speed past the second radar again, this time recording a much better speed (we clocked in at over 120 mph). Now head back up the hill and simply burn past the remaining radars as fast as possible to walk away with the gold.

110 mph on a Winding Route

Starting Location: Schofield Barracks (E-5)

Challenge Level: Champion


Vehicle Restriction: Group A

Vehicle Used: Enzo Ferrari

Countdown Time: 2'00"00

Radars: 4

Speed Goals		
Place	Speed to Beat	Prize
1st	115.59 mph	\$50,000
2nd	110.62 mph	\$12,500
3rd	85.71 mph	\$5,000

This is a relatively easy Speed challenge so long as you take the proper route and avoid collisions with traffic. Cruise down the initial stretch and make your first left. Head around the bend that follows and fly past the first radar. Continue barreling down the road, avoiding traffic and passing by the fourth radar. As soon as you pass the fourth radar, slam on the brakes and steer hard to the left—you won't be able to make the turn, so aim to ram into an off-road object to bring yourself to a quick stop. Immediately hit  to return to the road, make the turn properly, and then speed up the street to pass the third radar. Turn left at the T-intersection that follows and cruise around the bend to pass the second (and final) radar with a winning average speed.

120 mph Downtown

Starting Location: Mokuleia (D-4)

Challenge Level: Champion

Vehicle Restriction: Cars only

Vehicle Used: Enzo Ferrari

Countdown Time: 2'00"00

Radars: 5

Speed Goals		
Place	Speed to Beat	Prize
1st	120.57 mph	\$50,000
2nd	100.68 mph	\$12,500
3rd	90.73 mph	\$5,000

Traffic is your biggest concern during this tough challenge, so keep your eyes on the road ahead and avoid collisions at all costs. Head straight down the street you start on, turn left at the T-intersection, and then speed past the first radar. Turn right at the next T-intersection and cruise past the second radar. Turn right at the junction that follows and fly down the street, passing the third radar at high velocity. Turn left at the T-intersection beyond the third radar, round the corner, and then bomb down the following straight to pass the fourth radar at high speed. Immediately hit the brakes, turn around, and head back toward the radar but turn left at the intersection. Speed south down the street toward the fifth and final radar, blowing past it to complete this challenge with flying colors.

130 mph Downtown

Starting Location: Wai'anae (G-3)

Challenge Level: Champion

Vehicle Restriction: Group mB

Vehicle Used: Triumph Speed Triple

Countdown Time: 1'45"00

Radars: 4

Speed Goals		
Place	Speed to Beat	Prize
1st	125.54 mph	\$50,000
2nd	114.35 mph	\$12,500
3rd	103.16 mph	\$5,000

Time is your enemy in this trying event—there isn't a second to lose, so avoid collisions with traffic, and restart if you crash unintentionally. Speed down the initial straight and make your second right, then fly down the street and pass the first radar (any speed over 100 mph is good). Turn right at the T-intersection that follows and head north, then quickly turn around before rounding the corner and backtrack, south. Speed past the second radar and make your next left. Make another left at the T-intersection that follows and speed north toward the third radar. Immediately hit the brakes and turn around after passing the third radar, then head south down the road until you fly past the distant fourth radar at high speed.

130 mph on a Winding Route

Starting Location: Punchbowl Crater (I-9)

Challenge Level: Champion

Vehicle Restriction: Group G

Vehicle Used: Lamborghini Miura P400SV

Countdown Time: 3'00"00

Radars: None (speed is monitored)

Speed Goals		
Place	Speed to Beat	Prize
1st	125.54 mph	\$50,000
2nd	115.59 mph	\$12,500
3rd	100.68 mph	\$5,000

To complete this challenge, you just need to travel at 125 mph or higher. Simple enough, right? Not without knowing a sneaky trick, it isn't. You won't stand a chance at clearing this challenge unless you turn around and head in the opposite direction from your starting position, because the road ahead is extremely winding, with tons of dips and rises, not to mention dense traffic that can bring you to a crashing halt in an instant. Perform a 180-degree turn at the start of this event and then turn left at the T-intersection you come to. Drive until you reach a sharp left corner and then pull another 180 before you round the turn. Now simply motor down the long straight you've given yourself until you reach 125 mph.

140 mph on a Winding Route

Starting Location: Kaiona Beach (H-12)

Challenge Level: Amateur

Vehicle Restriction: Cars only

Vehicle Used: Ford Mustang GT Coupe

Countdown Time: 1'00"00

Radars: None (speed is monitored)

Speed Goals		
Place	Speed to Beat	Prize
1st	140.45 mph	\$10,000
2nd	114.35 mph	\$2,500
3rd	73.33 mph	\$1,000

This challenge seems impossible until you realize its secret: You're not supposed to go the way you're facing at the start. Instead, turn around as soon as the event begins and then turn left at the T-intersection. Then simply speed down the long straight and dodge traffic until you reach 140 mph. With this tactic, you can beat this challenge with practically any vehicle.

160 mph in Heavy Traffic

Starting Location: Kalama Valley (I-13)

Challenge Level: Champion

Vehicle Restriction: Cars only

Vehicle Used: Saleen S7 Twin-Turbo

Countdown Time: 2'30"00

Radars: 5

Speed Goals		
Place	Speed to Beat	Prize
1st	160.34 mph	\$50,000
2nd	154.13 mph	\$12,500
3rd	147.91 mph	\$5,000

Time's on your side during this event—the real challenge lies in finding the correct route and driving it with skill. Begin by screaming down the long initial straight and cruising past the second radar. Round the hairpin turn that follows, focusing on achieving good exit velocity, then tear down the straight and pass the third radar at high speed. Round the corner that follows and pass the first radar—don't worry about your speed, you'll be coming back to this one again soon. Continue onward, round the bend, and pass the fourth radar at good speed. Immediately slam on the brakes, perform a 180-degree turn, and bolt back toward the first radar to record a better speed. Pull another 180 after passing the first radar, backtrack and make your first left (at the intersection that's just beyond the first radar). Make your next right and then floor it all the way to the distant fifth and final radar, recording an excellent speed as you soar past it to help your overall average speed.

170 mph in Heavy Traffic



Starting Location: Kapakahi (I-11)
Challenge Level: Pro
Vehicle Restriction: Cars only
Vehicle Used: Dodge Viper SRT 10
Countdown Time: 1'00"00
Radars: None (speed is monitored)

Speed Goals		
Place	Speed to Beat	Prize
1st	170.29 mph	\$15,000
2nd	160.34 mph	\$3,750
3rd	140.45 mph	\$1,500

Though this challenge doesn't pay out much compared to most other Speed events, you can beat it very quickly without much trouble. Use any vehicle that's capable of going over 170 mph (the Dodge Viper SRT 10 is an affordable choice) and begin by crossing over the median to reach the right side of the divided highway so you're not traveling against traffic. Then simply stomp on it and dodge cars until you reach 170 mph. This is a great challenge to beat over and over when you want to pad your bankroll in the early stages of the game.

180 mph in Heavy Traffic



Starting Location: Wahiawa (E-5)
Challenge Level: Champion
Vehicle Restriction: Groups A and B
Vehicle Used: Enzo Ferrari
Countdown Time: 3'00"00
Radars: None (speed is monitored)
Driving Points: 100

Speed Goals		
Place	Speed to Beat	Prize
1st	180.23 mph	\$70,000
2nd	170.29 mph	\$17,500
3rd	160.34 mph	\$7,000

This is yet another easy challenge that can earn you lots of cash with minimal effort. Simply turn around at the start of the challenge and speed straight down the road, dodging traffic on your way to 180 mph and a nice \$70,000 check. While driving points are in effect, they really don't come into play as long as you use a vehicle that can get up to 180 mph quickly.

170 mph on a Winding Route



Starting Location: Sand Island (I-9)
Challenge Level: Champion
Vehicle Restriction: Group B
Vehicle Used: Ford GT
Countdown Time: 3'00"00
Radars: None (speed is monitored)

Speed Goals		
Place	Speed to Beat	Prize
1st	170.29 mph	\$50,000
2nd	164.07 mph	\$12,500
3rd	152.89 mph	\$5,000

Abuse this money-making challenge—it pays out \$50,000 and can be beaten quite easily in just over a minute. Cruise along at a comfortable pace from the starting point and don't make any turns. Veer onto the right side of the divided highway you come to after a short time. Motor around a wide right bend and then gun it across the long bridge that follows. You'll reach 170 mph in no time and walk away with a hefty \$50,000 prize. Rinse and repeat as often as you like to fatten your bankroll and finally buy that McLaren you've been dreaming about.

180 mph on a Winding Route



Starting Location: Kahuku Point (A-7)
Challenge Level: Expert
Vehicle Restriction: Groups B and C
Vehicle Used: Farboud Super-charged GTS Prototype 2005
Countdown Time: 1'30"00
Radars: None (speed is monitored)

Speed Goals		
Place	Speed to Beat	Prize
1st	180.23 mph	\$20,000
2nd	169.04 mph	\$5,000
3rd	152.89 mph	\$2,000

Here's a straightforward Speed event where the challenge lies in avoiding traffic. Floor it from the starting point and avoid collisions with on-road vehicles as you dash toward the 180 mph mark.

180 mph Downtown



Starting Location: Ala Moana (I-9)
Challenge Level: Champion
Vehicle Restriction: Group B
Vehicle Used: Farboud Super-charged GTS Prototype 2005
Countdown Time: 2'00"00
Radars: None (speed is monitored)

Speed Goals		
Place	Speed to Beat	Prize
1st	180.23 mph	\$75,000
2nd	169.04 mph	\$18,750
3rd	157.86 mph	\$7,500

Here's another Cash Cow challenge that's an excellent way to pad your bank account. All you need to do is reach 180 mph, and the best way to do this is to turn around at the very start of the event and speed off in the opposite direction. Continue cruising along until you hit 180 mph and that sweet \$75,000 payday. The Farboud Supercharged GTS Prototype 2005 can accomplish this feat in about 25 seconds, making this perhaps the fastest money-making challenge in the game.

190 mph in Heavy Traffic



Starting Location: Pa'a La'a Uka (D-5)
Challenge Level: Champion
Vehicle Restriction: Group B
Vehicle Used: Farboud Super-charged GTS Prototype 2005
Countdown Time: 2'00"00
Radars: None (speed is monitored)

Speed Goals		
Place	Speed to Beat	Prize
1st	190.18 mph	\$50,000
2nd	174.02 mph	\$12,500
3rd	162.83 mph	\$5,000

This is another clear-cut Speed challenge. Turn right at the T-intersection that's just ahead of the starting point and then floor it down the long stretch that follows. It helps to cruise in the right breakdown lane as traffic can be a serious obstacle when you're honing along at speeds nearing 200 mph.

200 mph on a Winding Route

Starting Location: Makaha (F-2)

Challenge Level: Champion

Vehicle Restriction: Group A

Vehicle Used: Saleen S7 Twin-Turbo

Countdown Time: 0'30"00

Radars: 1

This tricky challenge requires you to gain enough speed to fly past a distant radar detector at 200 mph or faster. The key is to use a vehicle that can reach this speed within the allotted distance—the Saleen S7 Twin Turbo is one such vehicle. Floor it from the starting point, and once you stop burning rubber in the first few gears, carefully veer into the right breakdown lane to avoid traffic. Make minor steering adjustments to remain in the breakdown lane without going off-road and keep the pedal to the floor until you blow past the radar at maximum speed.

Speed Goals		
Place	Speed to Beat	Prize
1st	200.12 mph	\$25,000
2nd	193.90 mph	\$6,250
3rd	182.72 mph	\$2,500

Lucky Day

Starting Location: Waimanalo (H-12)

Challenge Level: Expert

Vehicle Restriction: None

Vehicle Used: Enzo Ferrari

Countdown Time: 2'30"00

Radars: 6

Due to this challenge's generous countdown time and lack of traffic, it's an easy one to clear once you've discovered the proper route. Start by speeding past the first radar, then make your first left. Round the turn that follows and cruise past the second radar. Hit the brakes and turn right onto the street that's just beyond the second radar (turn around if you pass by it). Tear down the following straight, blowing past the fourth radar at top speed. Make a right at the T-intersection, then build up speed again and fly straight past the fifth radar. Don't brake for the corner that lies just beyond the fifth radar—simply crash into an off-road tree, press **Q** to return to the road, and then round the corner properly. Now barrel down the following straight where the third and sixth radars are stationed, recording superb speeds at each one.

Speed Goals		
Place	Speed to Beat	Prize
1st	120.57 mph	\$40,000
2nd	109.38 mph	\$10,000
3rd	103.16 mph	\$4,000

Give Me Speed!

Starting Location: Nuuanu Valley (H-10)

Challenge Level: Expert

Vehicle Restriction: Group C

Vehicle Used: Ferrari 575M Maranello

Countdown Time: 2'00"00

Radars: 5

This is a highly challenging event with no room for error, so be sure to avoid collisions with pedestrian vehicles as you sprint from one radar to the next. From the starting point, cruise straight past the first radar to record a great speed. Round the bend and keep to the right side of the wide divided highway to reach the second radar—your speed won't be exceptional as you pass this one, but don't worry. Round the bend that follows and fly past the third radar at high velocity, recording another fantastic speed. Immediately hit the brakes and swerve to the right after passing the third radar to reach the right side of the divided highway that follows. Round the following corner carefully without colliding with traffic and pass the fourth radar—your speed will be atrocious on this one, but don't worry. Bomb down the curvy straight that follows and blow past the fifth and final radar at high velocity to bump up your total average speed and win this difficult challenge.

Speed Goals		
Place	Speed to Beat	Prize
1st	120.57 mph	\$40,000
2nd	109.38 mph	\$10,000
3rd	98.19 mph	\$4,000

Merit Alley

Starting Location: Kuliouou (I-12)

Challenge Level: Amateur

Vehicle Restriction: Groups E and F

Vehicle Used: Ford Mustang GT Coupe

Countdown Time: 2'30"00

Radars: 5

Here's a moderately challenging Speed event that features both traffic and police patrols. Begin by motoring along the initial straight and passing the second radar at good speed. Continue straight at the fork in the road (don't turn left), cruise around the bend that follows, and sail past the third radar. Keep moving down the curvy straight and pass the fifth radar. Speed around the wide bend and the following corner, focusing on achieving a high exit speed out of the turn. Speed past the fourth radar (stationed a short distance ahead), then cross the short bridge that follows and make your first right. Floor it all the way down the following straight and tear past the first (and final) radar at top speed—this greatly increases your total average velocity and helps you complete the event successfully.

Speed Goals		
Place	Speed to Beat	Prize
1st	115.59 mph	\$12,000
2nd	109.38 mph	\$3,000
3rd	98.19 mph	\$1,200

In Need of Speed?

Starting Location: Kalihi Valley (H-10)

Challenge Level: Amateur

Vehicle Restriction: Group E

Vehicle Used: Ford Mustang GT Coupe

Countdown Time: 0'40"00

Radars: 4

This quick and easy Speed challenge can net you \$5,000 in just 30 seconds, making it ideal for your early days in Oahu. Floor it from the starting point and avoid traffic as you scream past each radar, recording faster and faster speeds at each one. You should have no trouble beating this event every time with just about any Group E vehicle.

Speed Goals		
Place	Speed to Beat	Prize
1st	110.62 mph	\$5,000
2nd	99.44 mph	\$1,250
3rd	88.25 mph	\$500

Not Quite There Yet

Starting Location: Ahuimanu (F-9)

Challenge Level: Pro

Vehicle Restriction: Group D

Vehicle Used: Maserati GranSport

Countdown Time: 1'30"00

Radars: 4

This moderately challenging event pays out \$20,000 in just over a minute, making it a good one to race as you begin to advance your career as a thrill-seeking street racer. There's a fork in the road just past the start point—continue straight and don't turn left. Make your first hard right and round the corner that follows on your way to the first radar. Cruise around the hairpin turn that follows and speed onward toward the second radar. Round the following hairpin and turn left at the T-intersection, then speed down the stretch toward the fourth radar. Make your first right past the fourth radar, round the corner that follows, and then blow past the third and final radar to clear this event.

Speed Goals		
Place	Speed to Beat	Prize
1st	100.68 mph	\$20,000
2nd	84.52 mph	\$5,000
3rd	73.33 mph	\$2,000

Pure Acceleration



Starting Location: Ala Moana (I-9)
Challenge Level: Rookie
Vehicle Restriction: None
Vehicle Used: Ford Mustang GT Coupe
Countdown Time: 0'45"00
Radars: 4

Speed Goals		
Place	Speed to Beat	Prize
1st	100.68 mph	\$3,000
2nd	90.73 mph	\$750
3rd	80.79 mph	\$300

This is one of the shortest and simplest Speed challenges. No tricks, no surprises—you can easily beat this event with any class F or higher vehicle simply by speeding forward without letting off the gas or crashing.

The Highway to Success



Starting Location: Mokapu Peninsula (F-11)
Challenge Level: Expert
Vehicle Restriction: Group G
Vehicle Used: Shelby Cobra® Daytona Coupe™
Countdown Time: 1'45"00
Radars: 4

Speed Goals		
Place	Speed to Beat	Prize
1st	120.57 mph	\$40,000
2nd	110.62 mph	\$10,000
3rd	95.71 mph	\$4,000

Here's a straightforward Speed challenge that's restricted to classic Group G vehicles. While it's beatable with the Lamborghini Miura P400SV, it's extremely difficult—save yourself some road rage by using the Shelby Cobra® Daytona Coupe™, the king of the Group G vehicles. Your strategy is simple: Bomb down the stretch of freeway you begin on without taking any exits to reach each radar in turn. The first two radars are the trickiest to pass at high speed, as they're stationed just beyond wide corners. The final two are both positioned on a long straight, which allows you to ramp up plenty of speed and make up for your earlier performances.

The Passion for Speed

Starting Location: Kailua Heights (H-12)
Challenge Level: Amateur
Vehicle Restriction: None
Vehicle Used: Saleen S7 Twin-Turbo
Countdown Time: 2'30"00
Radars: 5

Speed Goals		
Place	Speed to Beat	Prize
1st	120.57 mph	\$10,000
2nd	104.41 mph	\$2,500
3rd	83.28 mph	\$1,000

The trick to beating this challenging event is to use a super-fast vehicle and not to worry about your speed past the first few radars. Head up the first hill and pass the fourth radar without going off-road (don't worry that your speed will be largely unimpressive—it's inconsequential). Make your first hard left and then make another left to reach a winding uphill straight where the first radar is stationed. (Again, don't worry about your lackluster speed on this one.) Head around the hairpin that follows and cruise downhill toward the fifth radar—gun it as you approach this one and try to record a halfway decent speed (we managed over 130 mph with the Saleen S7 Twin-Turbo). Turn right at the following T-intersection and drive away from the third radar a bit, then pull a 180-degree turn and speed toward it to record another acceptable speed. Fly off-road after passing the third radar, slam into a tree, and hit ♀ to return to the asphalt. Then turn right at the T-intersection and motor down the street as far as you like, keeping an eye on your time. Perform another 180 and scream toward the distant second (and final) radar, recording an outstanding speed to drastically increase your average velocity.

The Threshold of Tolerance



Starting Location: Kuliouou (I-12)
Challenge Level: Expert
Vehicle Restriction: Group A
Vehicle Used: Enzo Ferrari
Countdown Time: 2'30"00
Radars: 6
Driving Points: 100

Speed Goals		
Place	Speed to Beat	Prize
1st	97.57 mph	\$40,000
2nd	90.73 mph	\$10,000
3rd	85.76 mph	\$4,000

This is a somewhat tricky Speed challenge in which driving points are in effect. Every collision you're involved in reduces your driving points, and you fail the event if you run out. You also steadily lose points while driving off-road, so sticking to the asphalt is critical. Begin by rounding the wide right corner ahead of your starting position and passing the first radar at good speed. Hit the brakes and turn left, then speed up the gradual incline and pass the second radar. Slam on the brakes and make a hard left past the second radar. Be ready to press ♀ if you miss the turn and slide off-road—you don't want to lose too many driving points. Speed down the short straight that follows, pass the third radar, then nail the brakes again and make a hard right, speeding past the sixth radar (don't worry that your recorded speed will be poor). Cruise around the corner that follows and then pass the fourth radar. At this point, if your recorded speeds aren't looking too hot, you have the option of turning right at the T-intersection, driving down the road a short distance, pulling a 180-degree turn, and then flooring it toward the distant fifth (and final) radar. This gives you more track to build up lots of speed and improve your overall average. Be ready to press ♀ as soon as you pass this final radar so you can finish the event before you slam into the guardrail beyond—gotta preserve those driving points!

The Wild Outdoors



Starting Location: Maunawili Valley (G-11)
Challenge Level: Pro
Vehicle Restriction: Groups D and E
Vehicle Used: Maserati GranSport
Countdown Time: 2'00"00
Radars: 6

Speed Goals		
Place	Speed to Beat	Prize
1st	100.68 mph	\$20,000
2nd	90.73 mph	\$5,000
3rd	70.85 mph	\$2,000

This is an extremely difficult challenge in which luck plays a much larger role in your success than your driving skill. This is due to the high volume of traffic on the road—one bad collision will ruin your chances at attaining the gold, so be ready to pause and restart often. Fully tuning your Group D vehicle of choice gives you an edge and is highly recommended. From the starting point, floor it and try to record the fastest speed possible on the first radar—you won't have a chance to record a better speed during this event. Bear right at the fork in the road that follows and speed onward past the second radar. Then simply do your best to avoid traffic and remain on the asphalt while cruising past the remaining radars on the treacherous, winding road ahead. If you need to boost your total average speed, turn around after passing the final radar and come back at it from the opposite direction with a full head of steam.

Total Freedom



Starting Location: Diamond Head (J-10)

Challenge Level: Expert

Vehicle Restriction: Group C

Vehicle Used: Aston Martin Vanquish S V12

Countdown Time: 2'30"00

Radars: 7

Speed Goals		
Place	Speed to Beat	Prize
1st	115.59 mph	\$40,000
2nd	109.38 mph	\$10,000
3rd	98.19 mph	\$4,000

This fairly easy challenge can net you \$40,000 in about two minutes, making it highly profitable. Begin by tearing down the starting straight and blowing past the first radar at high speed. Continue straight on your way to the second radar, which is stationed at a corner—ease off the gas and steer hard to the right as you draw near the turn so you don't miss passing in front of the radar. Continue onward and fly past the seventh radar, then make your first hard left and cruise past the third radar. Hit the brakes and turn left at the T-intersection that follows, then bear right at the fork in the road to reach the fourth radar. Gun it down the long straight that follows, bear left at the fork in the road, and speed past the sixth radar, easing off the gas as necessary to maintain control. After passing the sixth radar, slam on the brakes and make a hard right followed by another hard right. You come to a T-intersection; turn left and drive away from the final radar, keeping an eye on your time. Pull a 180-degree turn after driving a short distance and then haul off toward the fifth and final radar, clocking in at high velocity.

Time Attack

Next to Races, Time Attacks are the second-most plentiful offline challenges in *Test Drive Unlimited*. Your goal in each Time Attack event is simply to cruise through the challenge's course and cross the finish line in the shortest amount of time possible. Finish under the first-place target times to achieve victory in these straightforward events.

CAUTION

Many Time Attack challenges start you off with a set number of driving points. You lose some of these points each time you collide with anything (vehicles and roadside objects). Points also steadily tick away while you drive off-road. You fail an event if you run out of driving points, and you're usually penalized at the end of a challenge for any driving points you lose (approximately one second is added to your overall time for every 10 driving points lost). Preserve your driving points by racing smart and staying alert, and always be ready to hit at a moment's notice when you fly off the track.

The following table reveals basic information on every offline Time Attack challenge in the game. Use it as a quick-reference tool to help you find Time Attacks that fit your criteria, then flip to each challenge's section for further information.

Offline Time Attack Challenges

Challenge Name	Starting Location	Level	Restriction	Length	Target Time	Top Prize	Traffic	Police	Cash Cow	Page	Completed?
A Rugged Route	Maunawili Valley (G-11)	Amateur	Group E	8.0 miles	4'45"00	\$15,000	No	No	No	95	<input type="checkbox"/>
A Serious Test of Car Control	Waimanalo (H-12)	Amateur	Group E	4.8 miles	3'25"00	\$12,000	Yes	Yes	No	95	<input type="checkbox"/>
Alone Against the Clock	Kualoa Park (E-9)	Pro	Groups D & E	2.6 miles	1'55"00	\$15,000	No	No	Yes	95	<input type="checkbox"/>
Angel's Jump	Kalihi Valley (H-9)	Amateur	Group E	4.9 miles	2'45"00	\$10,000	Yes	No	No	95	<input type="checkbox"/>
Ascent of the Confoulan	Kane'ohe (G-10)	Champion	Group mA	6.9 miles	3'45"00	\$75,000	Yes	No	Yes	95	<input type="checkbox"/>
Ascent of the Pacaut	Kaena Point Park (D-2)	Expert	Group C	1.7 miles	1'20"00	\$25,000	Yes	No	No	96	<input type="checkbox"/>
Aston Martin Time Attack	Maunawili Valley (G-11)	Champion	Aston Martin	3.8 miles	2'40"00	\$75,000	Yes	No	Yes	96	<input type="checkbox"/>
Avenging Spirit	Mililani (F-6)	Pro	Group D	2.5 miles	1'25"00	\$20,000	No	No	No	96	<input type="checkbox"/>
Beach Route	Lanikai (G-12)	Expert	Groups B & C	4.4 miles	2'30"00	\$40,000	Yes	No	No	96	<input type="checkbox"/>
Beat the Clock	Punalu'u (D-9)	Pro	Cars only	43.3 miles	20'00"00	\$100,000	Yes	Yes	No	96	<input type="checkbox"/>
Chevrolet® Time Attack	Hanauma Bay (J-12)	Champion	Chevrolet®	3.3 miles	2'30"00	\$60,000	Yes	No	Yes	97	<input type="checkbox"/>
Descent of the Marchettie	Keawa'ula (D-2)	Champion	None	1.9 miles	1'10"00	\$50,000	No	No	No	97	<input type="checkbox"/>
Dodge Day	Haiku Valley (G-10)	Expert	Dodge	4.2 miles	2'00"00	\$40,000	Yes	No	No	97	<input type="checkbox"/>
Ducati Day	Kane'ohe (G-10)	Champion	Ducati	2.4 miles	1'30"00	\$60,000	No	No	Yes	97	<input type="checkbox"/>

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Offline Time Attack Challenges (Continued)

Challenge Name	Starting Location	Level	Restriction	Length	Target Time	Top Prize	Traffic	Police	Cash Cow	Page	Completed?
Fatal At-Track-Tion	Wai'anae (G-3)	Pro	Group D	14.3 miles	6'35"00	\$15,000	No	No	No	97	<input type="checkbox"/>
Ferrari Day	Pu'uloa (I-6)	Expert	Ferrari	5.5 miles	2'10"00	\$25,000	No	No	No	97	<input type="checkbox"/>
Ferrari Time Attack	Ala Moana (I-9)	Champion	Ferrari	2.5 miles	2'00"00	\$75,000	Yes	No	Yes	98	<input type="checkbox"/>
Ford Time Attack	Keolu Hills (G-12)	Expert	Ford	6.5 miles	3'30"00	\$40,000	Yes	No	No	98	<input type="checkbox"/>
Kart Race	Kailua Heights (H-11)	Expert	Groups B, C, & D	1.5 miles	1'10"00	\$25,000	No	No	No	98	<input type="checkbox"/>
Lamborghini Time Attack	Hickam Village (H-8)	Champion	Lamborghini	5.1 miles	2'50"00	\$75,000	Yes	No	No	98	<input type="checkbox"/>
Lotus Trophy	Punalu'u (D-9)	Expert	Lotus	2.2 miles	2'30"00	\$40,000	No	No	No	98	<input type="checkbox"/>
Maserati Trophy	Mokapu Peninsula (F-12)	Expert	Maserati	5.0 miles	2'15"00	\$40,000	Yes	Yes	No	99	<input type="checkbox"/>
Need for Freedom	Kapahulu (J-10)	Rookie	Group F	2.4 miles	2'45"00	\$8,000	No	No	No	99	<input type="checkbox"/>
Objective: Time	Kuliouou (I-12)	Amateur	Group E	3.3 miles	2'20"00	\$10,000	Yes	Yes	No	99	<input type="checkbox"/>
Raw Power	Pa'a La'a Uka (D-5)	Pro	Group G	5.6 miles	3'00"00	\$20,000	No	No	No	99	<input type="checkbox"/>
Return on Investment	Kapahulu (I-10)	Rookie	None	1.3 miles	1'50"00	\$5,000	No	No	No	99	<input type="checkbox"/>
Tackling the Giant Hairpins	Kelehole Pass (E-4)	Expert	None	4.9 miles	3'35"00	\$50,000	No	No	No	99	<input type="checkbox"/>
Tantalus	Tantalus (H-10)	Champion	Groups A & B	9.0 miles	7'30"00	\$100,000	Yes	No	No	100	<input type="checkbox"/>
The Best Defense...	Waimea Bay (C-5)	Expert	Group mA	4.2 miles	2'45"00	\$40,000	No	No	No	100	<input type="checkbox"/>
The Big Challenge	Portlock (J-12)	Expert	Groups B & C	37.2 miles	20'00"00	\$150,000	Yes	No	No	100	<input type="checkbox"/>
The Branchu Loop	Kaiona Beach (H-12)	Amateur	None	3.1 miles	2'25"00	\$25,000	No	No	No	100	<input type="checkbox"/>
The Mellet Loop	Ford Island (H-7)	Champion	Group A	3.0 miles	1'50"00	\$75,000	No	No	No	100	<input type="checkbox"/>
The Mighty Kingpin...	Pearl Harbor (H-7)	Expert	Group C	4.2 miles	2'50"00	\$40,000	Yes	Yes	No	100	<input type="checkbox"/>
The Millionaire's Challenge	Makaha (F-2)	Expert	Group A	124.3 miles	60'00"00	\$1,000,000	Yes	Yes	No	101	<input type="checkbox"/>
The Narducci Loop	Laenai Park (F-10)	Champion	Group B	5.7 miles	4'15"00	\$75,000	No	No	No	101	<input type="checkbox"/>
The Pass of Good Hope	Kane'ohe (G-10)	Pro	Group D	5.5 miles	3'30"00	\$20,000	Yes	No	No	101	<input type="checkbox"/>
The Perfect Driving Line	McCully (I-10)	Rookie	Group F	1.5 miles	1'10"00	\$4,000	No	No	No	101	<input type="checkbox"/>
The Road Is Mine	Kualoa Park (E-9)	Pro	Cars only	7.0 miles	3'00"00	\$20,000	No	No	No	101	<input type="checkbox"/>
The Road to Victory	Kailua Heights (H-11)	Amateur	Cars only	9.9 miles	6'00"00	\$25,000	No	No	No	102	<input type="checkbox"/>
The Roof of the World	Mokule'ia (D-3)	Pro	Group mB	4.3 miles	3'15"00	\$20,000	No	No	No	102	<input type="checkbox"/>
The Saleen Classic	Makapu'u Point (I-13)	Expert	Saleen	1.2 miles	1'20"00	\$15,000	No	No	No	102	<input type="checkbox"/>
The Tixier Loop	Mokule'ia (D-4)	Champion	None	4.8 miles	2'00"00	\$75,000	No	No	No	102	<input type="checkbox"/>
Triumph Time Attack	Kapolei (H-5)	Champion	Triumph	7.1 miles	3'15"00	\$70,000	Yes	No	No	102	<input type="checkbox"/>
Vertigo	Stadium (H-8)	Pro	Group D	2.0 miles	1'30"00	\$20,000	Yes	No	No	102	<input type="checkbox"/>

A Rugged Route



Zoom: 2X

Starting Location: Maunawili Valley (G-11)
Challenge Level: Amateur
Vehicle Restriction: Group E
Vehicle Used: Ford Mustang GT Coupe
Length: 8.0 miles
Checkpoints: 10
Driving Points: 200

Thanks to a generous target time, this challenge is quite easy but also a bit time-consuming. Driving points are in play—preserve them by keeping to the pavement and treating the course's sharper corners with due respect. Brake hard after passing through checkpoint 2 and drift around the corner without crashing off-road. Watch out for road undulation between checkpoints 5 and 7 and ease off the gas as needed to maintain control. Slow down for the S-curves you encounter between checkpoints 8 and 9. Step on it after passing through checkpoint 9 to bomb down the long straight that follows and cross the distant finish line at top speed.

Time Goals		
Place	Time to Beat	Prize
1st	4'45"00	\$15,000
2nd	5'00"00	\$3,750
3rd	5'30"00	\$1,500

A Serious Test of Car Control



Zoom: 2X

Starting Location: Waimanalo (H-12)
Challenge Level: Amateur
Vehicle Restriction: Group E
Vehicle Used: Ford Mustang GT Coupe
Length: 4.8 miles
Checkpoints: 8
Driving Points: 200

Heavy traffic, police patrols, and the winding nature of this course make this a fairly challenging Time Attack that teaches you to strike a balance between speed and stability. The trick here is to push the pace, but never at the cost of losing control of your vehicle. Driving points are in effect, so slow down when you must to avoid collisions and prevent yourself from flying off the asphalt.

Time Goals		
Place	Time to Beat	Prize
1st	3'25"00	\$12,000
2nd	3'35"00	\$3,000
3rd	4'00"00	\$1,200

Alone Against the Clock



Zoom: 3X

Starting Location: Kualoa Park (E-9)
Challenge Level: Pro
Vehicle Restriction: Groups D and E
Vehicle Used: Maserati GranSport
Length: 2.6 miles
Checkpoints: 5

Here's a somewhat challenging event that takes place on a medium-sized winding route. The course first winds downhill and then up, and it features an ever-increasing number of rises and falls that can buck you off the road and into the surrounding greenery if you aren't careful. Fortunately, there are no driving points or pedestrian vehicles to worry about—this allows you to focus on the road with no outside distractions. Group D vehicles with solid handling, such as the Maserati GranSport, are of great value here.

Time Goals		
Place	Time to Beat	Prize
1st	1'55"00	\$15,000
2nd	2'00"00	\$3,750
3rd	2'10"00	\$1,500

Angel's Jump



Zoom: 2X

Starting Location: Kalihi Valley (H-9)
Challenge Level: Amateur
Vehicle Restriction: Group E
Vehicle Used: Ford Mustang GT Coupe
Length: 4.9 miles
Checkpoints: 7

This thrilling event gets its name from the huge hills featured by its largely straight course. Not only do these dips and rises in the track toss your vehicle into the air, they also obscure your view of the road ahead, making it difficult to avoid the dense traffic. Try to stay to the right side of the road as much as possible—you naturally have more time to react to the sudden appearances of same-way traffic compared to oncoming cars. The target time leaves a bit of wiggle room, so don't restart unless you crash badly three or more times.

Time Goals		
Place	Time to Beat	Prize
1st	2'45"00	\$10,000
2nd	2'50"00	\$2,500
3rd	3'00"00	\$1,000

Ascent of the Confoulan



Zoom: 2X

Starting Location: Kaneohe (G-10)
Challenge Level: Champion
Vehicle Restriction: Group mA
Vehicle Used: MV Agusta F4 Tamburini
Length: 6.9 miles
Checkpoints: 5

This is a fairly easy Time Attack so long as you strike a balance between speed and control. Take advantage of your bike's ability to weave between cars, and keep to the breakdown lanes when cruising down straights to avoid these vehicular obstacles. The challenge heats up once you pass through checkpoint 3, as you begin to face oncoming traffic—stay to the right side of the road as often as possible to increase your reaction time. Be careful when exiting the tunnel beyond checkpoint 3, as it's easy to strike the guardrail on the corner that follows and crash. Group mA bikes accelerate quickly and you have plenty of time to reach the finish line, so don't be too anxious to pause and restart after a wreck.

Time Goals		
Place	Time to Beat	Prize
1st	3'45"00	\$75,000
2nd	4'00"00	\$18,750
3rd	4'40"00	7,500



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Ascent of the Pacaut



Zoom: 3X

Starting Location: Kaena Point Park (D-2)
Challenge Level: Expert
Vehicle Restriction: Group C
Vehicle Used: Lotus Sport Exige 240R
Length: 1.7 miles
Checkpoints: 5
Driving Points: 70

Here's a difficult Time Attack in which you face all manner of opposition: driving points, traffic, a very tight target time, and a narrow, winding course that features two blind hairpin turns. Luck plays a big role in your success here, as one bad crash with a pedestrian vehicle will most likely cost you the gold. Pick whichever Group C vehicle you feel most comfortable driving in such an environment (we like the Lotus Sport Exige 240R for its superb handling), and keep in mind that a high-end tuner's performance kit upgrades might just give you the edge you need to win.

Time Goals		
Place	Time to Beat	Prize
1st	1'20"00	\$25,000
2nd	1'25"00	\$6,250
3rd	1'40"00	\$2,500

Aston Martin Time Attack



Zoom: 2X

Starting Location: Maunawili Valley (G-11)
Challenge Level: Champion
Vehicle Restriction: Aston Martin
Vehicle Used: Aston Martin Vanquish S V12
Length: 3.8 miles
Checkpoints: 6

Give yourself an advantage in this moderately challenging Time Attack event by racing the Aston Martin Vanquish S V12, which is the top-of-the-line Aston Martin vehicle in the game. Using that set of wheels, your strategy becomes quite simple: avoid collisions with traffic and treat each sharp corner with care. The toughest turns are the sharp S-curves—slow down as you navigate these tricky portions of the course and focus on attaining good exit velocities.

Time Goals		
Place	Time to Beat	Prize
1st	2'40"00	\$75,000
2nd	2'45"00	\$18,750
3rd	3'00"00	\$7,500

Avenging Spirit



Zoom: 2X

Starting Location: Mililani (F-6)
Challenge Level: Pro
Vehicle Restriction: Group D
Vehicle Used: Maserati GranSport
Length: 2.5 miles
Checkpoints: 7

Time is your enemy during this highly challenging event. You don't have a second to lose, so push the envelope around each corner and bend in the road, easing off the gas and braking only when absolutely necessary. The sharp 90-degree turn you encounter after checkpoint 2 requires special attention, as does the bump in the road that follows after checkpoint 5—launching off this bump at even the slightest angle will cause you to skid out of control when you land, costing you the gold. The Maserati GranSport handles this course's curves quite well, though you may want to upgrade its performance at the appropriate high-end tuner to gain a bit of extra speed down the straights.

Time Goals		
Place	Time to Beat	Prize
1st	1'25"00	\$20,000
2nd	1'30"00	\$5,000
3rd	1'35"00	\$2,000

Beach Route



Zoom: 2X

Starting Location: Lanikai (G-12)
Challenge Level: Expert
Vehicle Restriction: Groups B and C
Vehicle Used: Ford GT
Length: 4.4 miles
Checkpoints: 8

Heavy traffic and a narrow, winding course make this event a truly difficult, white-knuckle ride along Oahu's eastern shore. The target time allows for a small margin of error, but not much, so do your best not to crash into pedestrian vehicles or fly off-road when rounding the sharper corners. Watch out for cars making left turns onto side streets; these vehicles are responsible for many a wreck, making the right breakdown lane your best friend during the course's long straights. The hill that precedes checkpoint 3 demands special attention—fly over it too fast and you'll not only crash off-road, you'll also miss the checkpoint, and your chance at attaining first prize.

Time Goals		
Place	Time to Beat	Prize
1st	2'30"00	\$40,000
2nd	2'40"00	\$10,000
3rd	2'50"00	\$4,000

Beat the Clock



Zoom: 1X

Starting Location: Punalu'u (D-9)
Challenge Level: Pro
Vehicle Restriction: Cars only
Vehicle Used: McLaren F1
Length: 43.3 miles
Checkpoints: 8

How does a 43-mile event that features a strict time limit, traffic, and police interference sound? This grueling Time Attack challenges your driving skills, reflexes, and endurance in edge-of-your-seat fashion. Definitely use the McLaren F1, as its top-end power is second to none. Enhance its performance at the appropriate high-end tuner to give yourself an edge, and allow yourself to be stopped by the police if they ever reach a point where they start setting up roadblocks—you'll save time in the long run.

Time Goals		
Place	Time to Beat	Prize
1st	20'00"00	\$100,000
2nd	20'15"00	\$25,000
3rd	21'20"00	\$10,000

Chevrolet® Time Attack



Zoom: 2X

Starting Location: Hanauma Bay (J-12)
Challenge Level: Champion
Vehicle Restriction: Chevrolet®
Vehicle Used: Chevrolet® Corvette® Z06™ Coupe
Length: 3.3 miles
Checkpoints: 2
Driving Points: 100

Time is on your side during this relatively easy challenge. Driving points are in effect but never really become much of an issue here. Give yourself an edge by choosing the Chevrolet® Corvette® Z06™ Coupe, then simply race as fast as you can without smashing into traffic or going off-road too much. Even if you crash a few times, you should have no trouble reaching the finish line and nabbing the gold with time to spare.

Time Goals		
Place	Time to Beat	Prize
1st	2'30"00	\$60,000
2nd	2'45"00	\$15,000
3rd	3'00"00	\$6,000

Ducati Day



Zoom: 3X

Starting Location: Kane'ohe (G-10)
Challenge Level: Champion
Vehicle Restriction: Ducati
Vehicle Used: Ducati 999 R
Length: 2.4 miles
Checkpoints: 6

This is a moderately difficult Time Attack in which you must race a Ducati motorcycle through a short course that features several sharp turns. There's no traffic to avoid and there are no driving points to worry about—time is your adversary here instead. Pick the Ducati 999 R for its superior stats—its braking and handling help you slow down for each sharp corner to round them properly, while its acceleration and speed help you take advantage of the course's short straights.

Time Goals		
Place	Time to Beat	Prize
1st	1'30"00	\$60,000
2nd	1'35"00	\$15,000
3rd	1'45"00	\$6,000

Descent of the Marchettie



Zoom: 3X

Starting Location: Keawa'ula (D-2)
Challenge Level: Champion
Vehicle Restriction: None
Vehicle Used: Enzo Ferrari
Length: 1.9 miles
Checkpoints: 6

Here's a highly challenging Time Attack that takes place on a short downhill course. There are no pedestrian vehicles or driving points to deal with here—just tear down the winding route as fast as possible using your vehicle of choice. The target time leaves no room for error, so pick something fast that can also handle this course's curves, such as the Enzo Ferrari.

Time Goals		
Place	Time to Beat	Prize
1st	1'10"00	\$50,000
2nd	1'15"00	\$12,500
3rd	1'20"00	\$5,000

Fatal At-Track-Tion



Zoom: 3X

Starting Location: Wai'anae (G-3)
Challenge Level: Pro
Vehicle Restriction: Group D
Vehicle Used: Aston Martin DB9 Coupe
Length: 14.3 miles
Checkpoints: 8
Driving Points: 50

This lengthy, challenging course features several long straights and a few sharp corners. Take advantage of the straights by choosing a Group D vehicle with a high top speed. Max your car's stats at a high-end tuner to achieve even higher top speeds through the course's longer straights and shave several seconds off your overall time.

Time Goals		
Place	Time to Beat	Prize
1st	6'35"00	\$15,000
2nd	6'45"00	\$3,750
3rd	7'30"00	\$1,500

Dodge Day



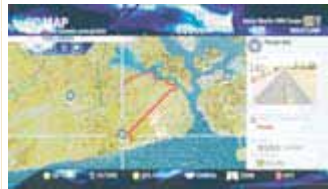
Zoom: 2X

Starting Location: Haiku Valley (G-10)
Challenge Level: Expert
Vehicle Restriction: Dodge
Vehicle Used: Dodge Viper SRT 10
Length: 4.2 miles
Checkpoints: 2
Driving Points: 100

Your objective in this somewhat challenging Time Attack is to tear along a stretch of freeway as fast as you can in a Dodge Viper SRT 10. The target time doesn't offer much wiggle room and driving points are in play, so be careful not to crash into any pedestrian vehicles—it's better to slow down a bit to avoid a wreck, as you're penalized at the end of the event for any driving points you lose (seconds are added to your overall race time). Reach the finish line as fast as possible without losing any driving points along the way to clear this challenge.

Time Goals		
Place	Time to Beat	Prize
1st	2'00"00	\$40,000
2nd	2'10"00	\$10,000
3rd	2'30"00	\$4,000

Ferrari Day



Zoom: 2X

Starting Location: Pu'uoloa (I-6)
Challenge Level: Expert
Vehicle Restriction: Ferrari
Vehicle Used: Enzo Ferrari
Length: 5.5 miles
Checkpoints: 6
Driving Points: 100

Here's a tough challenge that's restricted to expert Ferrari racers. Pick the Enzo Ferrari and give yourself an edge by upgrading its performance at the appropriate high-end tuner. This allows you to gain several seconds through the course's long initial straight, which helps you overcome the challenge's rigid target time. Driving points are in play but shouldn't be a factor here as there's no traffic to dodge.

Time Goals		
Place	Time to Beat	Prize
1st	2'10"00	\$25,000
2nd	2'20"00	\$6,250
3rd	2'30"00	\$2,500

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Ferrari Time Attack



Zoom: 2X

Starting Location: Ala Moana (I-9)
Challenge Level: Champion
Vehicle Restriction: Ferrari
Vehicle Used: Enzo Ferrari
Length: 2.5 miles
Checkpoints: 2

This simple event pays out \$75,000 in less than two minutes, making it very profitable. Dense downtown traffic is your enemy during this challenge, but the target time is nothing to fear when racing the Enzo Ferrari. Do your best to avoid collisions as you sprint through the city streets, but don't worry if you become involved in a few wrecks—you've got plenty of time to reach the finish.

Time Goals		
Place	Time to Beat	Prize
1st	2'00"00	\$75,000
2nd	2'10"00	\$18,750
3rd	2'30"00	\$7,500

Ford Time Attack



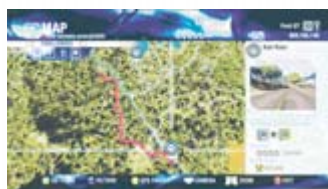
Zoom: 2X

Starting Location: Keolu Hills (G-12)
Challenge Level: Expert
Vehicle Restriction: Ford
Vehicle Used: Ford GT
Length: 6.5 miles
Checkpoints: 9

Here's a tough challenge that features a somewhat rigid target time and dense amounts of traffic. Though it's open to all Fords, you'll definitely need the superior speed of the Ford GT to help you earn the gold. Avoid collisions as best you can throughout this event—while a couple of bad wrecks won't cost you the gold, three or more usually will, so remain in control of your vehicle at all times. When cruising down the course's longer straights, try to remain in the right breakdown lane to reduce your chances of colliding with pedestrian vehicles.

Time Goals		
Place	Time to Beat	Prize
1st	3'30"00	\$40,000
2nd	3'40"00	\$10,000
3rd	4'00"00	\$4,000

Kart Race



Zoom: 3X

Starting Location: Kailua Heights (H-11)
Challenge Level: Expert
Vehicle Restriction: Groups B, C, and D
Vehicle Used: Caterham CSR 260
Length: 1.5 miles
Checkpoints: 7
Driving Points: 100

This short but highly challenging event is aptly named, as the unique-looking Caterham CSR 260 is one of the best vehicles to use here—its tremendous acceleration and handling are well-suited to overcoming the dips, rises, and corners featured at this winding course. Driving points are in effect and the target time is extremely tight, so you must constantly balance between pushing for speed around each turn while remaining in control of your vehicle at all times. Just one bad spinout is enough to cost you the gold, so be prepared to pause and restart this event a few times until you get a feel for its trickier corners.

Time Goals		
Place	Time to Beat	Prize
1st	1'10"00	\$25,000
2nd	1'15"00	\$6,250
3rd	1'30"00	\$2,500

Lamborghini Time Attack



Zoom: 2X

Starting Location: Hickam Village (H-8)
Challenge Level: Champion
Vehicle Restriction: Lamborghini
Vehicle Used: Lamborghini Murciélago Coupe
Length: 5.1 miles
Checkpoints: 2
Driving Points: 100

Here's a relatively easy Time Attack that takes place on congested freeways and high-traffic city streets. The target time is generous and allows for a few bad wrecks, so don't be too quick to restart after a nasty accident. Strive to balance speed and control as you motor through this course, and try using the Lamborghini Murciélago Coupe—its superior top speed is of great value when bombing down those long stretches of freeway.

Time Goals		
Place	Time to Beat	Prize
1st	2'50"00	\$75,000
2nd	2'55"00	\$18,750
3rd	3'10"00	\$7,500

Lotus Trophy



Zoom: 4X

Starting Location: Punalu'u (D-9)
Challenge Level: Expert
Vehicle Restriction: Lotus
Vehicle Used: Lotus Sport Exige 240R
Length: 2.2 miles (over 3 laps)
Checkpoints: 10 (over 3 laps)
Driving Points: 100

Your task in this challenge is to complete three laps around a small circuit using a Lotus vehicle. The target time is somewhat strict and driving points are in effect, so choose the Lotus Sport Exige 240R for its superior acceleration and handling (top speed isn't a factor on this tight circuit). The track's sharp southwest corner deserves the most attention—slow down as you make your uphill approach and round the corner without ramming into the outside guardrail. Also use care when navigating the downhill S-curve that follows or you'll go off-road and lose some driving points.

Time Goals		
Place	Time to Beat	Prize
1st	2'30"00	\$40,000
2nd	2'35"00	\$10,000
3rd	3'45"00	\$4,000

Maserati Trophy



Zoom: 2X

Starting Location: Mokapu Peninsula (F-12)
Challenge Level: Expert
Vehicle Restriction: Maserati
Vehicle Used: Maserati MC12
Length: 5.0 miles
Checkpoints: 7

This grueling challenge has it all: heavy traffic, police patrols, an insanely tight first-place target time, and a good-sized winding course that throws you into all manner of nasty twists and turns. Use the Maserati MC12 and upgrade its performance at a high-end tuner for some extra speed down the course's longer straights, but know that luck plays a major role in your success here due to the presence of traffic and the likelihood of police involvement. Restart if you fly off-road or end up in a bad wreck—the target time leaves no such margin for error. Razor-sharp driving skills and a thorough knowledge of the course are your two largest advantages during this trying event.

Time Goals		
Place	Time to Beat	Prize
1st	2'15"00	\$40,000
2nd	2'30"00	\$10,000
3rd	3'00"00	\$4,000

Need for Freedom



Zoom: 3X

Starting Location: Kapahulu (J-10)
Challenge Level: Rookie
Vehicle Restriction: Group F
Vehicle Used: Alfa GT 3.2 V6 24v
Length: 2.4 miles (over 2 laps)
Checkpoints: 9 (over 2 laps)

Here's a straightforward Time Attack designed with the rookie racer in mind. Simply speed around the circuit in your Group F vehicle of choice, completing two laps within the target time to win first prize. You have loads of time, so don't bother restarting the event if you happen to crash on a few of the circuit's sharper turns.

Time Goals		
Place	Time to Beat	Prize
1st	2'45"00	\$8,000
2nd	3'00"00	\$2,000
3rd	3'30"00	\$800

Objective: Time



Zoom: 2X

Starting Location: Kuliouou (I-12)
Challenge Level: Amateur
Vehicle Restriction: Group E
Vehicle Used: Ford Mustang GT Coupe
Length: 3.3 miles
Checkpoints: 2

Here's a moderately challenging event in which you face both traffic and police obstacles on your route toward the finish line. The course features a fairly even blend of corners and straights, so pick whichever Group E vehicle you feel most comfortable driving. Restart if you crash badly more than once—the target time doesn't leave a whole lot of wiggle room.

Time Goals		
Place	Time to Beat	Prize
1st	2'20"00	\$10,000
2nd	2'30"00	\$2,500
3rd	2'45"00	\$1,000

Raw Power



Zoom: 2X

Starting Location: Pa'a La'a Uka (D-5)
Challenge Level: Pro
Vehicle Restriction: Group G
Vehicle Used: Lamborghini Miura P400SV
Length: 5.6 miles
Checkpoints: 5

Here's a simple Time Attack that can be easily beaten with the Lamborghini Miura P400SV—a powerful yet affordable Group G vehicle. The course features long straights and a few sharp turns, but nothing a competent driver can't handle. Slow down as you approach the slight bend that's just beyond checkpoint 2; the small bump in the track that precedes the bend is enough to send you soaring off-road if you hit it with too much speed.

Time Goals		
Place	Time to Beat	Prize
1st	3'00"00	\$20,000
2nd	3'15"00	\$5,000
3rd	3'45"00	\$2,000

Return on Investment



Zoom: 4X

Starting Location: Kapahulu (I-10)
Challenge Level: Rookie
Vehicle Restriction: None
Vehicle Used: Alfa GT 3.2 V6 24v
Length: 1.3 miles (over 2 laps)
Checkpoints: 9 (over 2 laps)

This is a clear-cut Time Attack challenge. The straights are short and the corners are sharp, but you don't need to push the envelope around them—slow down for each one and just focus on staying on the road. You should have no trouble beating this event with any Group F or higher vehicle.

Time Goals		
Place	Time to Beat	Prize
1st	1'50"00	\$5,000
2nd	1'55"00	\$1,250
3rd	2'10"00	\$500

Tackling the Giant Hairpins



Zoom: 2X

Starting Location: Kelehole Pass (E-4)
Challenge Level: Expert
Vehicle Restriction: None
Vehicle Used: Enzo Ferrari
Length: 4.9 miles
Checkpoints: 16

This tough event puts your handling skills to the ultimate test. Here you face a good-sized course that's full of corners and curves, including several sharp hairpin turns, along with plenty of track undulation. The target time is quite rigid, forcing you to choose a fast vehicle that's capable of handling the track's relentless twists and turns. Balance between control and speed for the majority of the event, but floor it once you reach the course's final straight to pick up the pace and cross the finish line at top speed.

Time Goals		
Place	Time to Beat	Prize
1st	3'35"00	\$50,000
2nd	3'45"00	\$12,500
3rd	4'10"00	\$5,000

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Tantalus



Zoom: 2X

Starting Location: Tantalus (H-10)
Challenge Level: Champion
Vehicle Restriction: Groups A and B
Vehicle Used: Enzo Ferrari
Length: 9.0 miles
Checkpoints: 2
Driving Points: 200

This nearly impossible challenge asks you to drive nine miles on a winding route full of twists, turns, traffic, and road undulation. Driving points are also in play, making this one of the most difficult Time Attack challenges in the game. Pick the Group A or B vehicle you feel most comfortable rounding tough corners with. Focus on preserving your driving points throughout the challenge, as you're heavily penalized at the end of the event for any points you lose. There's almost no margin for error during this unforgiving challenge, so restart if you make more than one serious mistake.

Time Goals		
Place	Time to Beat	Prize
1st	7'30"00	\$100,000
2nd	8'00"00	\$25,000
3rd	9'00"00	\$10,000

The Best Defense...



Zoom: 2X

Starting Location: Waimea Bay (C-5)
Challenge Level: Expert
Vehicle Restriction: Group mA
Vehicle Used: Ducati 999 R
Length: 4.2 miles
Checkpoints: 2

Here's an easy Time Attack that features no traffic or driving points and sports a straightforward course with only a few troublesome turns. Thanks to a very generous target time, you shouldn't have trouble earning the gold on this event with any Group mA bike.

Time Goals		
Place	Time to Beat	Prize
1st	2'45"00	\$40,000
2nd	2'55"00	\$10,000
3rd	3'10"00	\$4,000

The Big Challenge



Zoom: 1X

Starting Location: Portlock (J-12)
Challenge Level: Expert
Vehicle Restriction: Groups B and C
Vehicle Used: Farboud Supercharged GTS Prototype 2005
Length: 37.2 miles
Checkpoints: 2

This endurance-testing event places all of your racing skills on trial, taking you on an epic 37-mile journey through the heart of Oahu. Use the Farboud Supercharged GTS Prototype 2005—a Group B vehicle with good handling and a formidable top-speed—and max out its stats at the appropriate high-end tuner so you may take full advantage of the many long straights featured in this giant course.

Time Goals		
Place	Time to Beat	Prize
1st	20'00"00	\$150,000
2nd	21'00"00	\$37,500
3rd	22'00"00	\$15,000

The Branchu Loop



Zoom: 3X

Starting Location: Kaiona Beach (H-12)
Challenge Level: Amateur
Vehicle Restriction: None
Vehicle Used: Enzo Ferrari
Length: 3.1 miles (over 2 laps)
Checkpoints: 19 (over 2 laps)
Driving Points: 50

Lots of sharp corners and only a few straights make this a tough circuit to race. Add a strict target time and a low number of driving points, and you have a very challenging event. While you may race any vehicle during this event, the Enzo Ferrari is a good pick, as its handling helps you navigate the curves and its acceleration lets you take advantage of the short straights.

Time Goals		
Place	Time to Beat	Prize
1st	2'25"00	\$25,000
2nd	2'40"00	\$6,250
3rd	3'00"00	\$2,500

The Mellet Loop



Zoom: 3X

Starting Location: Ford Island (H-7)
Challenge Level: Champion
Vehicle Restriction: Group A
Vehicle Used: Enzo Ferrari
Length: 3.0 miles
Checkpoints: 19

This fairly short course features a high number of sharp curves and corners, thus the need for a Group A vehicle that has strength in both handling and acceleration. The first-place target time is tight, so punch it down each curvy straight and round each sharp turn with as much speed as possible without losing control.

Time Goals		
Place	Time to Beat	Prize
1st	1'50"00	\$75,000
2nd	2'00"00	\$18,750
3rd	2'20"00	\$7,500

The Mighty Kingpin...



Zoom: 3X

Starting Location: Pearl Harbor (H-7)
Challenge Level: Expert
Vehicle Restriction: Group C
Vehicle Used: Aston Martin Vanquish S V12
Length: 4.2 miles
Checkpoints: 8

Here's a moderately challenging Time Attack that features both traffic and police, but no driving points. The target time is somewhat rigid, so avoid collisions and restart if you crash badly more than twice. Strive to round each corner with speed and control, and when motoring down straights, move into the right breakdown lane to reduce the odds of colliding with pedestrian vehicles.

Time Goals		
Place	Time to Beat	Prize
1st	2'50"00	\$40,000
2nd	3'00"00	\$10,000
3rd	3'15"00	\$4,000

The Millionaire's Challenge



Zoom: 1X

Starting Location: Makaha (F-2)
Challenge Level: Expert
Vehicle Restriction: Group A
Vehicle Used: McLaren F1
Length: 124.3 miles
Checkpoints: 32

This gigantic challenge takes you on an incredibly long 124-mile trip along the outskirts of the island. Traffic and police are both factors throughout this monstrous event, so stay alert at all times. Pick the McLaren F1 so you can take advantage of the course's long straights—no other vehicle can match the McLaren's top speed. Keep to the breakdown lanes when speeding down straights to reduce the odds of colliding with traffic. Stop for the police if they become too much of a nuisance—swerving to dodge roadblocks ends up costing you more time in the long run. On average, you need to travel more than two miles every minute to snag the gold from this event, so push the pace while remaining in control of your vehicle at all times.

Time Goals		
Place	Time to Beat	Prize
1st	60'00"00	\$1,000,000
2nd	62'00"00	\$250,000
3rd	65'00"00	\$100,000

The Narducci Loop



Zoom: 3X

Starting Location: Laenani Park (F-10)
Challenge Level: Champion
Vehicle Restriction: Group B
Vehicle Used: Ford GT
Length: 5.7 miles (over 2 laps)
Checkpoints: 11 (over 2 laps)
Driving Points: 50

Sharp corners, road undulation, and a very tight target time make this an extremely difficult Time Attack. You begin with precious few driving points, so use whichever Group B vehicle you feel most comfortable racing on such narrow, treacherous roads, and proceed with caution. Watch out for rises and falls in the track—most of them precede bends and corners, and it's far too easy to fly off the asphalt. Hit the moment you go off-road to preserve your driving points, and don't hesitate to restart the event if you make more than a few minor errors.

Time Goals		
Place	Time to Beat	Prize
1st	4'15"00	\$75,000
2nd	4'25"00	\$18,750
3rd	4'45"00	\$7,500

The Pass of Good Hope



Zoom: 2X

Starting Location: Kaneohe (G-10)
Challenge Level: Pro
Vehicle Restriction: Group D
Vehicle Used: Maserati GranSport
Length: 5.5 miles
Checkpoints: 2

Here's a highly challenging Time Attack that takes place on a good-sized winding course. Traffic is a constant obstacle throughout this event, and you never know when you'll need to dodge a pedestrian vehicle, so go quickly but remain in control of your car at all times. If you find you're having trouble reaching the finish line within the target time, tip the odds in your favor by upgrading your vehicle's performance at a high-end tuner.

Time Goals		
Place	Time to Beat	Prize
1st	3'30"00	\$20,000
2nd	3'45"00	\$5,000
3rd	4'00"00	\$2,000

The Perfect Driving Line



Zoom: 3X

Starting Location: McCully (I-10)
Challenge Level: Rookie
Vehicle Restriction: Group F
Vehicle Used: Alfa GT 3.2 V6 24v
Length: 1.5 miles
Checkpoints: 4

This entry-level Time Attack challenge is perfect for beginners. Floor it down each long straight and brake hard for each sharp corner, rounding them as fast as you can while remaining in control of your vehicle. The turns are sharp but very wide, so practice executing controlled drifts around them. You shouldn't have much trouble completing this challenge with any Group F vehicle.

Time Goals		
Place	Time to Beat	Prize
1st	1'10"00	\$4,000
2nd	1'15"00	\$1,000
3rd	1'25"00	\$400

The Road Is Mine



Zoom: 2X

Starting Location: Kualoa Park (E-9)
Challenge Level: Pro
Vehicle Restriction: Cars only
Vehicle Used: Enzo Ferrari
Length: 7.0 miles
Checkpoints: 8

Here's a difficult Time Attack with a strict first-place target time that leaves very little room for error. The course is long and full of twists, turns, and track undulation, so choose a fast vehicle that you feel comfortable cornering with. Watch out when traveling uphill—sharp corners and dangerous curves await you beyond almost every rise.

Time Goals		
Place	Time to Beat	Prize
1st	3'00"00	\$20,000
2nd	3'05"00	\$5,000
3rd	3'15"00	\$2,000



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The Road to Victory



Zoom: 2X

Starting Location: Kailua Heights (H-11)
Challenge Level: Amateur
Vehicle Restriction: Cars only
Vehicle Used: Enzo Ferrari
Length: 9.9 miles
Checkpoints: 10
Driving Points: 150

Here's a long but easy challenge set on a course that features lengthy straights, sharp corners, and a few rises and falls—nothing too strenuous, though. Driving points are in effect, but because there's no traffic and no rush (thanks to a generous target time), they really aren't an issue. We managed to complete this event in well under five minutes using the Enzo Ferrari, so many a lesser vehicle will fare just fine.

Time Goals		
Place	Time to Beat	Prize
1st	6'00"00	\$25,000
2nd	6'30"00	\$6,250
3rd	7'15"00	\$2,500

The Roof of the World



Zoom: 2X

Starting Location: Mokuleia (D-3)
Challenge Level: Pro
Vehicle Restriction: Group mB
Vehicle Used: MV Agusta F4 Brutale 910S
Length: 4.3 miles
Checkpoints: 7

This is a medium-sized, moderately challenging Time Attack for Group mB bikes only. The course features loads of corners and curves, many of which are encountered in tight clusters where each turn spits you right into another. The first-place target time is very generous and allows for multiple crashes, however, so you shouldn't have much trouble clearing this challenge.

Time Goals		
Place	Time to Beat	Prize
1st	3'15"00	\$20,000
2nd	3'25"00	\$5,000
3rd	3'40"00	\$2,000

The Saleen Classic



Zoom: 3X

Starting Location: Makapu'u Point (I-13)
Challenge Level: Expert
Vehicle Restriction: Saleen
Vehicle Used: Saleen S7 Twin-Turbo
Length: 1.2 miles
Checkpoints: 4

Slow and steady wins this easy Time Attack. You have plenty of time to reach the finish line, so just focus on keeping your Saleen on the pavement and moving in the proper direction. The Saleen S7 Twin-Turbo is extremely powerful and likes to fishtail when you give it too much gas in the lower gears, which can be troublesome on this winding course, so feather the gas (tap Ⓢ) and try not to steer too hard while flooring it. Brake and steer sharply as you approach each turn, then feather the gas as you round the corner to gain speed without spinning out of control.

Time Goals		
Place	Time to Beat	Prize
1st	1'20"00	\$15,000
2nd	1'30"00	\$3,750
3rd	1'45"00	\$1,500

The Tixier Loop



Zoom: 2X

Starting Location: Mokuleia (D-4)
Challenge Level: Champion
Vehicle Restriction: None
Vehicle Used: McLaren F1
Length: 4.8 miles
Checkpoints: 5

Here's a straightforward but highly challenging Time Attack in which you must overcome an extremely tight first-place target time. There's no room for mistakes here, so restart if you fail to round a corner properly or the like. The McLaren F1 has the best top speed of any vehicle—use it to maximize your speed down the course's long straights. If you keep missing the gold by just a few seconds, try upgrading the McLaren F1's performance at a high-end tuner to move even faster down the straights and shave a few seconds off your total time.

Time Goals		
Place	Time to Beat	Prize
1st	2'00"00	\$75,000
2nd	2'10"00	\$18,750
3rd	2'30"00	\$7,500

Triumph Time Attack



Zoom: 2X

Starting Location: Kapolei (H-5)
Challenge Level: Champion
Vehicle Restriction: Triumph
Vehicle Used: Triumph Speed Triple
Length: 7.1 miles
Checkpoints: 8
Driving Points: 100

Here's a tough Time Attack that's exclusive to the Triumph Speed Triple motorcycle. This course features giant straights and lots of traffic, so try to stay in or near the right breakdown lane to reduce the risk of collisions. Fully upgrading your bike's performance at the appropriate high-end tuner gives you a huge advantage and makes this event far less challenging.

Time Goals		
Place	Time to Beat	Prize
1st	3'15"00	\$70,000
2nd	3'25"00	\$17,500
3rd	3'45"00	\$7,000

Vertigo



Zoom: 4X

Starting Location: Stadium (H-8)
Challenge Level: Pro
Vehicle Restriction: Group D
Vehicle Used: Maserati GranSport
Length: 2.0 miles (over 3 laps)
Checkpoints: 10 (over 3 laps)

Traffic and a super-tight first-place target time combine to make this an extremely challenging Time Attack event. You'll need all the help you can get, so max out your Group D vehicle of choice's performance at the appropriate high-end tuner before you attempt this challenge. Watch out for the rise in the track beyond the start/finish checkpoint during laps 2 and 3—hitting it with too much speed causes you to miss the curve that follows and fly off-road. Restart if you round a corner poorly or smash into traffic—there's no margin for error here.

Time Goals		
Place	Time to Beat	Prize
1st	1'30"00	\$20,000
2nd	1'40"00	\$5,000
3rd	2'00"00	\$2,000

Extra Challenges: Courier

Courier challenges are unique events in which your task is to deliver a package to a remote destination before time expires. There are no checkpoints to pass through and you can take any route you like, but you must reach your destination and park within the finish circle before time expires. If you fail to do so, you're forced to pay a penalty (usually 10 percent of the challenge's reward). Courier challenges usually offer high cash payouts and none of them can be replayed once beaten—they disappear from the map entirely.

TIP

If you're about to fail a Courier challenge, restart or quit the event to avoid suffering its cash penalty.

NOTE

You cannot attempt a Courier mission if you don't have enough money to cover the cost of a potential failure.

The following table reveals general information on every Courier challenge in the game. Use it as a quick-reference tool to help you find Courier challenges that fit your criteria, then flip to each challenge's section for more information.

Offline Courier Challenges

Challenge Name	Starting Location	Restriction	Length	Countdown	Cash Required	Reward	Traffic	Police	Cash Cow	Page	Completed?
Danny	Wahiawa (E-6)	Vehicle with two seats	10.5 miles	5'15"00	\$6,000	\$60,000	Yes	Yes	No	104	<input type="checkbox"/>
Daryl	Waimanalo (H-12)	Vehicle with two seats	5.3 miles	3'50"00	\$6,000	\$60,000	Yes	Yes	No	104	<input type="checkbox"/>
Denis	Barber Point Harbor (I-4)	Saturn™	9.9 miles	6'05"00	\$4,000	\$40,000	Yes	Yes	No	104	<input type="checkbox"/>
Enzo	Oneawa Hills (G-11)	Ford	5.7 miles	5'20"00	\$4,000	\$40,000	Yes	Yes	Yes	104	<input type="checkbox"/>
Gino	Wailupe (I-11)	Vehicle with two seats	11.3 miles	7'00"00	\$2,000	\$20,000	Yes	Yes	No	104	<input type="checkbox"/>
Harry	Wai'anae Kai (F-3)	Chevrolet®	9.3 miles	7'00"00	\$4,000	\$40,000	Yes	Yes	No	104	<input type="checkbox"/>
John	Wai'anae (G-3)	Group B	6.7 miles	3'45"00	\$4,000	\$40,000	Yes	Yes	No	105	<input type="checkbox"/>
Kirk	Barbers Point Golf (I-6)	Group D	9.8 miles	5'20"00	\$4,000	\$40,000	Yes	Yes	No	105	<input type="checkbox"/>
Lars	Wai'anae Kai (F-4)	Vehicle with two seats	9.2 miles	5'30"00	\$6,000	\$60,000	Yes	Yes	No	105	<input type="checkbox"/>
Luigi	Kapolei (H-6)	Group G	7.9 miles	4'40"00	\$2,000	\$20,000	Yes	Yes	No	105	<input type="checkbox"/>
Marco	Kalama Valley (I-13)	Vehicle with two seats	6.2 miles	4'15"00	\$4,000	\$40,000	Yes	Yes	No	105	<input type="checkbox"/>
Marcus	Hauula (C-8)	Group E	7.8 miles	4'20"00	\$4,000	\$40,000	Yes	Yes	No	105	<input type="checkbox"/>
Mike	Schofield Barracks (F-5)	Group F	6.7 miles	3'50"00	\$4,000	\$40,000	Yes	Yes	No	106	<input type="checkbox"/>
Nacim	Kapahulu (J-10)	Vehicle with two seats	3.5 miles	2'30"00	\$6,000	\$60,000	Yes	Yes	Yes	106	<input type="checkbox"/>
Oliver	Pa'a La'a Uka (D-5)	Group A	6.7 miles	4'50"00	\$6,000	\$60,000	Yes	Yes	No	106	<input type="checkbox"/>
Pablo	Waipahu (G-6)	Group C	10.0 miles	5'45"00	\$6,000	\$60,000	Yes	Yes	No	106	<input type="checkbox"/>
Peter	Mokule'ia (D-4)	Alfa Romeo	6.6 miles	4'25"00	\$2,000	\$20,000	Yes	Yes	No	106	<input type="checkbox"/>
Piotr	Aliamanu (H-8)	Vehicle with two seats	5.7 miles	4'00"00	\$2,000	\$20,000	Yes	Yes	No	106	<input type="checkbox"/>
Roberto	Heeia Park (F-10)	Audi	6.8 miles	4'50"00	\$4,000	\$40,000	Yes	Yes	No	107	<input type="checkbox"/>
Tony	Ala Moana (I-9)	Vehicle with two seats	5.1 miles	3'55"00	\$2,000	\$20,000	Yes	Yes	No	107	<input type="checkbox"/>

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Danny



Zoom: 1X

Starting Location: Wahiawa (E-6)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 10.5 miles
Countdown: 5'15"00
Reward: \$60,000
Cash Required/Failure Penalty: \$6,000

This long Courier challenge restricts you to vehicles that have two or more seats, which basically just restricts you to cars only. The course features several long straights, so pick a fast Group A vehicle. (We had no trouble reaching the finish with the Enzo Ferrari.) Drive quickly but be careful not to cause accidents—they slow you down and attract the attention of the police.

Enzo



Zoom: 2X

Starting Location: Oneawa Hills (G-11)
Vehicle Restriction: Ford
Vehicle Used: Ford GT
Length: 5.7 miles
Countdown: 5'20"00
Reward: \$40,000
Cash Required/Failure Penalty: \$4,000

Here's a fun challenge you can beat early in the game to net an easy \$40,000. Although we used the somewhat-expensive Ford GT, we completed this challenge with nearly two minutes left on the clock, so it's certainly beatable with any Ford—even the affordable Group E Ford Mustang GT Coupe.

Daryl



Zoom: 2X

Starting Location: Waimanalo (H-12)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 5.3 miles
Countdown: 3'50"00
Reward: \$60,000
Cash Required/Failure Penalty: \$6,000

This challenge takes you on a five-mile journey along a scenic winding route. The course features long straights and lots of corners, so use a fast, well-rounded Group A vehicle that has reliable handling, such as the Enzo Ferrari. (We finished with more than 30 seconds to spare.)

Gino



Zoom: 2X

Starting Location: Wailupe (I-11)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 11.3 miles
Countdown: 7'00"00
Reward: \$20,000
Cash Required/Failure Penalty: \$2,000

Here's a long but relatively easy Courier event that lets you use any vehicle in the game that has two or more seats. The extensive course features a wide variety of straights, corners, and curves, so choose a fast but well-rounded Group A or B vehicle. (We finished with more than 45 seconds to spare using the Enzo Ferrari.)

Denis



Zoom: 2X

Starting Location: Barber Point Harbor (I-4)
Vehicle Restriction: Saturn™
Vehicle Used: Saturn™ Sky™
Length: 9.9 miles
Countdown: 6'05"00
Reward: \$40,000
Cash Required/Failure Penalty: \$4,000

Give yourself a huge advantage in this long event by maxing out your Saturn™ Sky™'s performance at the appropriate high-end tuner. This lets you reach higher top speeds down the course's long straights, which shaves several seconds off your overall time. This is a tough event when using a stock Saturn™, but you won't have any trouble reaching the finish with a fully tuned vehicle.

Harry



Zoom: 2X

Starting Location: Wai'anae Kai (F-3)
Vehicle Restriction: Chevrolet®
Vehicle Used: Chevrolet® Corvette® Z06™ Coupe
Length: 9.3 miles
Countdown: 7'00"00
Reward: \$40,000
Cash Required/Failure Penalty: \$4,000

This long but easy challenge only lets you race Chevrolet® vehicles, so pick their best one: the Chevrolet® Corvette® Z06™ Coupe. Like most other Courier challenges, the course is long and features a wide blend of long straights and dangerous curves. The middle segment of the course puts your handling skills to the test—treat each corner with caution and try to avoid accidents with pedestrian vehicles. Floor it when you reach the final third of the course, which primarily consists of long, narrow straights.

John



Zoom: 1X

Starting Location: Wai'anae (G-3)
Vehicle Restriction: Group B
Vehicle Used: Farboud Super-charged GTS Prototype 2005
Length: 6.7 miles
Countdown: 3'45"00
Reward: \$40,000
Cash Required/Failure Penalty: \$4,000

Here's an exciting Courier event that'll net you an easy \$40,000. The course largely consists of long straights with very few turns, so pick a Group B vehicle that has a high top speed and step on it. Try to remain in the breakdown lanes to reduce the odds of colliding with traffic.

Luigi



Zoom: 2X

Starting Location: Kapolei (H-6)
Vehicle Restriction: Group G
Vehicle Used: Lamborghini Miura P400SV
Length: 7.9 miles
Countdown: 4'40"00
Reward: \$20,000
Cash Required/Failure Penalty: \$2,000

Here's a long Courier event that's limited to Group G vehicles. This is a somewhat challenging run in the Lamborghini Miura P400SV—we managed to finish with about 10 seconds left on the clock. The much pricier Shelby Cobra® Daytona Coupe™ is sure to reach higher top speeds down the course's longer straights and finish the event with far more time to spare.

Kirk



Zoom: 2X

Starting Location: Barbers Point Golf (I-6)
Vehicle Restriction: Group D
Vehicle Used: Maserati GranSport
Length: 9.8 miles
Countdown: 5'20"00
Reward: \$40,000
Cash Required/Failure Penalty: \$4,000

This high-octane Courier event is both long and challenging. Choose a Group D vehicle that has a high top speed so you can take advantage of the course's giant straights. When traveling at high speeds, keep to the breakdown lanes as much as possible to reduce your odds of slamming into traffic. Try not to make too many mistakes because the countdown time is somewhat rigid.

Marco



Zoom: 2X

Starting Location: Kalama Valley (I-13)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 6.2 miles
Countdown: 4'15"00
Reward: \$40,000
Cash Required/Failure Penalty: \$4,000

This is another Courier challenge that restricts you to using cars only, so pick a fast Group A vehicle and take full advantage of the course's long straights. We finished with nearly a full minute to spare using the Enzo Ferrari.

Lars



Zoom: 1X

Starting Location: Wai'anae Kai (F-4)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 9.2 miles
Countdown: 5'30"00
Reward: \$60,000
Cash Required/Failure Penalty: \$6,000

This is another simple Courier challenge that can be easily beaten with any Group A vehicle thanks to its many long straights. Simply race as fast as you can to the finish point, dodging traffic by keeping to the breakdown lanes when moving at high speeds.

Marcus



Zoom: 1X

Starting Location: Hauula (C-8)
Vehicle Restriction: Group E
Vehicle Used: Ford Mustang GT Coupe
Length: 7.8 miles
Countdown: 4'20"00
Reward: \$40,000
Cash Required/Failure Penalty: \$4,000

Here's a long and challenging Courier event that can net you \$40,000 early in your career. The affordable Ford Mustang GT Coupe stock model can beat this challenge quite comfortably so long as you avoid accidents. To ensure success, upgrade your Group E vehicle of choice's performance at a high-end tuner.

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Mike



Zoom: 2X

Starting Location: Schofield Barracks (F-5)
Vehicle Restriction: Group F
Vehicle Used: Audi TT quattro sport
Length: 6.7 miles
Countdown: 3'50"00
Reward: \$40,000
Cash Required/Failure Penalty: \$4,000

This good-size challenge doesn't leave much room for error—we nearly lost when racing a stock model Audi TT quattro sport, which is arguably the fastest Group F vehicle. Visit the appropriate high-end tuner and max out your Group F vehicle's performance to give yourself some breathing room.

Pablo



Zoom: 2X

Starting Location: Waipahu (G-6)
Vehicle Restriction: Group C
Vehicle Used: Ferrari 575M Maranello
Length: 10.0 miles
Countdown: 5'45"00
Reward: \$60,000
Cash Required/Failure Penalty: \$6,000

This long and highly challenging Courier event doesn't leave much room for mistakes, so try not to make many. Definitely upgrade your vehicle's performance at a high-end tuner and gain an edge for this grueling event. Restart if you crash more than three or four times, as you probably won't be able to reach the finish in time.

Nacim



Zoom: 2X

Starting Location: Kapahulu (J-10)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 3.5 miles
Countdown: 2'30"00
Reward: \$60,000
Cash Required/Failure Penalty: \$6,000

This is one of the shortest Courier challenges, but also one of the most difficult. The course features a few long straights and several sharp corners, and there's no vehicle group restriction, so use a Group A or B vehicle that has good handling, powerful acceleration, and a high top speed. Avoid accidents, especially when bombing down the longer straights, and cut across the grass when rounding the first few hard 90-degree turns to shave a few seconds off your overall time.

Peter



Zoom: 2X

Starting Location: Mokule'ia (D-4)
Vehicle Restriction: Alfa Romeo
Vehicle Used: Alfa GT 3.2 V6 24v
Length: 6.6 miles
Countdown: 4'25"00
Reward: \$20,000
Cash Required/Failure Penalty: \$2,000

This challenging Courier event asks you to race an Alfa Romeo across a lengthy 6.6-mile course in just four minutes and 25 seconds—no easy feat. Unless you've unlocked the Alfa Romeo 8c Competizione, there's only one vehicle for you to choose for this event—the Alfa GT 3.2 V6 24v. Tip the odds in your favor by upgrading its performance at the appropriate high-end tuner.

Oliver



Zoom: 2X

Starting Location: Pa'a La'a Uka (D-5)
Vehicle Restriction: Group A
Vehicle Used: Enzo Ferrari
Length: 6.7 miles
Countdown: 4'50"00
Reward: \$60,000
Cash Required/Failure Penalty: \$6,000

Here's a Courier event that poses little challenge thanks to a generous countdown time. We were involved in plenty of accidents and still managed to finish with more than 30 seconds left on the clock using the Enzo Ferrari, so any Group A vehicle should do just fine here.

Piotr



Zoom: 2X

Starting Location: Aliamanu (H-8)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 5.7 miles
Countdown: 4'00"00
Reward: \$20,000
Cash Required/Failure Penalty: \$2,000

Simplify this relatively easy Courier challenge by using a Group A vehicle that has a high top speed and good handling. We managed to finish with more than 30 seconds left on the countdown clock using the Enzo Ferrari, so this challenge's countdown time is quite generous.

Roberto



Zoom: 2X

Starting Location: Heeia Park (F-10)
Vehicle Restriction: Audi
Vehicle Used: Audi S4 Cabriolet
Length: 6.8 miles
Countdown: 4'50"00
Reward: \$40,000
Cash Required/Failure Penalty: \$4,000

This good-size Courier challenge is restricted to Audis. Choose either of the two Group E Audis and you'll clear this event quite comfortably with tens of seconds to spare.

Tony



Zoom: 2X

Starting Location: Ala Moana (I-9)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 5.1 miles
Countdown: 3'55"00
Reward: \$20,000
Cash Required/Failure Penalty: \$2,000

Here's another Courier challenge that allows you to race just about any vehicle, so pick a fast Group A or B car that lets you take advantage of the course's long straights. There was nearly a full minute left on the clock when we completed this event using the Enzo Ferrari, so any vehicle with a high top speed should do well here.

Extra Challenges: Hitchhiker

In a Hitchhiker challenge, your objective is to transport a passenger to a distant location before time expires. As with Courier challenges, there are no checkpoints to worry about, so you can take any route you like toward your passenger's destination. There's a catch, though—your passenger stops you if you drive too recklessly and you fail the challenge if this occurs. Your driving points (shown just above your GPS navigation system on the HUD) let you know how well you're doing. You lose points whenever you crash into traffic or other objects—even something as simple as driving over a curb at high speed can cost you points. When you run out of driving points, your passenger demands to be let out and you must restart the event. Drive as fast as you can during each Hitchhiker challenge, but always remain in total control of your vehicle and able to swerve out of harm's way at a moment's notice.

NOTE

Because all Hitchhiker challenges allow you to use any vehicle that has two or more seats, we always chose the Enzo Ferrari—a fast Group A car with superb handling that helps it weave through traffic.

TIP

Finish Hitchhiker challenges without losing any driving points to receive bonus shopping coupons.

The following table reveals general information on every Hitchhiker challenge in the game. Use it as a quick-reference tool to help you find Hitchhiker challenges that fit your criteria, then flip to each challenge's section for more information.

Offline Hitchhiker Challenges

Challenge Name	Starting Location	Restriction	Length	Countdown	Driving Points	Coupons	Page	Completed?
Aron	Honolulu Airport (H-8)	Vehicle with two seats	4.8 miles	3'40"00	30	4	108	<input type="checkbox"/>
Brad	Kaena Point Park (D-2)	Vehicle with two seats	7.0 miles	7'00"00	40	4	108	<input type="checkbox"/>
Brandon	Kawailoa (C-6)	Vehicle with two seats	9.6 miles	7'00"00	40	4	108	<input type="checkbox"/>
Bruce	Mokapu Peninsula (F-11)	Vehicle with two seats	9.3 miles	6'40"00	40	4	108	<input type="checkbox"/>
Carl	Nanakuli (H-4)	Vehicle with two seats	8.8 miles	7'00"00	40	4	109	<input type="checkbox"/>
Cody	Wahiawa (F-6)	Vehicle with two seats	11.0 miles	7'30"00	70	5	109	<input type="checkbox"/>
David	Menuwaiahu (F-5)	Vehicle with two seats	9.7 miles	6'40"00	40	4	109	<input type="checkbox"/>
Helmut	Wai'anae (F-3)	Vehicle with two seats	9.6 miles	6'40"00	40	4	109	<input type="checkbox"/>
Hugo	Heeia (F-10)	Vehicle with two seats	10.3 miles	7'00"00	70	5	109	<input type="checkbox"/>

Offline Hitchhiker Challenges (Continued)

Challenge Name	Starting Location	Restriction	Length	Countdown	Driving Points	Coupons	Page	Completed?
James	Maunaloa (I-12)	Vehicle with two seats	11.5 miles	7'30"00	70	5	109	<input type="checkbox"/>
Liam	McCully (I-10)	Vehicle with two seats	2.7 miles	2'30"00	30	4	110	<input type="checkbox"/>
Marc	Pu'uloa (H-6)	Vehicle with two seats	11.4 miles	7'00"00	70	6	110	<input type="checkbox"/>
Mario	Makapu'u Beach (I-13)	Vehicle with two seats	11.6 miles	7'00"00	70	6	110	<input type="checkbox"/>
Michael	Punalu'u (D-9)	Vehicle with two seats	11.3 miles	7'00"00	70	5	110	<input type="checkbox"/>
Mitch	Kailua Heights (H-11)	Vehicle with two seats	11.7 miles	8'20"00	70	6	110	<input type="checkbox"/>
Pat	Waialua (D-4)	Vehicle with two seats	8.0 miles	6'40"00	40	4	110	<input type="checkbox"/>
Thomas	Hauula (C-8)	Vehicle with two seats	7.9 miles	6'40"00	40	4	111	<input type="checkbox"/>
Tomy	Turtle Bay (A-6)	Vehicle with two seats	11.9 miles	7'30"00	70	6	111	<input type="checkbox"/>
Vincent	Kane'ohe (G-10)	Vehicle with two seats	10.5 miles	7'00"00	70	5	111	<input type="checkbox"/>
Youry	Schofield Barracks (E-5)	Vehicle with two seats	10.6 miles	7'30"00	70	5	111	<input type="checkbox"/>

Aron



Zoom: 2X

Starting Location: Honolulu Airport (H-8)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 4.8 miles
Countdown: 3'40"00
Driving Points: 30
Reward: 4 shopping coupons

As long as you use a fast Group A vehicle, you have plenty of time to reach this challenge's finish. You have only 30 driving points however, so remain in control of your vehicle at all times and do whatever it takes to stay on the asphalt and avoid collisions with traffic. Just two crashes are usually enough to force your passenger to flee, so drive carefully.

Brandon



Zoom: 2X

Starting Location: Kawaihoa (C-6)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 9.6 miles
Countdown: 7'00"00
Driving Points: 40
Reward: 4 shopping coupons

Here's a challenging Hitchhiker event that features a tighter countdown time compared to most others. You can't afford to make too many mistakes here—two bad wrecks are usually enough to send your passenger running for the hills, so drive very carefully, especially through the first winding segment. Most of the course features only two lanes, one of which is usually for oncoming traffic, so don't stray from the right half of the road unless you're sure it's safe to do so. Slow down when navigating blind turns and when approaching the tops of hills—it's better to proceed with caution than to floor it and hope for the best.

Brad



Zoom: 1X

Starting Location: Kaena Point Park (D-2)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 7.0 miles
Countdown: 7'00"00
Driving Points: 40
Reward: 4 shopping coupons

Careful driving is the secret to beating this challenge. While the course is long and mostly straight, there's lots of traffic and the road is very narrow, making each on-road vehicle an accident waiting to happen. Fortunately, you have seven minutes to travel seven miles, so there's absolutely no need to rush. Drive carefully and take no chances on your way to the finish.

Bruce



Zoom: 2X

Starting Location: Mokapu Peninsula (F-11)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 9.3 miles
Countdown: 6'40"00
Driving Points: 40
Reward: 4 shopping coupons

This tough Hitchhiker event features a somewhat rigid countdown time. Two bad collisions will likely cause your passenger to stop you, so drive quickly but remain cautious at all times. You face a lot of same-way moving traffic in this event—use more of the road during these stretches, watching each on-road vehicle carefully and gauging when it's safest to pass.

TEST DRIVE

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Carl



Zoom: 1X

Starting Location: Nanakuli (H-4)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 8.8 miles
Countdown: 7'00"00
Driving Points: 40
Reward: 4 shopping coupons

As long as you use a fast Group A or B car, the long straights you encounter here allow you to reach your passenger's destination with loads of time to spare. Play it safe and preserve your driving points to complete this challenge with ease.

Helmut



Zoom: 1X

Starting Location: Wai'anae (F-3)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 9.6 miles
Countdown: 6'40"00
Driving Points: 40
Reward: 4 shopping coupons

Here's another long Hitchhiker challenge that primarily consists of narrow straights full of traffic, which gives the edge to speedy Group A vehicles. Take advantage of the course's wider roads that feature two lanes of same-way traffic—speed down these long stretches and keep your eyes peeled for blinkers that indicate lane changes. You have lots of time but only 40 driving points to play with, so avoid accidents at all costs.

Cody



Zoom: 1X

Starting Location: Wahiawa (F-6)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 11.0 miles
Countdown: 7'30"00
Driving Points: 70
Reward: 5 shopping coupons

This is one of the longest but least-challenging Hitchhiker events, thanks to its generous countdown time and the large number of driving points you begin with. Any fast Group A or B vehicle will serve you well here. Take full advantage of the wide, five-lane freeway you encounter about halfway through the course by flooring it and weaving in and out of traffic, zeroing in on your passenger's destination at top speed.

Hugo



Zoom: 1X

Starting Location: Heeia (F-10)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 10.3 miles
Countdown: 7'00"00
Driving Points: 70
Reward: 5 shopping coupons

This event features a very relaxed countdown time, so pick a fast Group A vehicle and you won't need to take any risks here. This is fortunate, because on such a long and winding course, you usually can't see very far down the road ahead. Stay to the right as often as possible to reduce the odds of colliding with oncoming traffic, and pass same-way moving vehicles only when it's safe to do so.

David



Zoom: 1X

Starting Location: Menuwaihau (F-5)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 9.7 miles
Countdown: 6'40"00
Driving Points: 40
Reward: 4 shopping coupons

This lengthy challenge features lots of long straights, giving the advantage to fast Group A vehicles. Road undulation is an issue down the first long stretch; you can't see traffic when traveling uphill and you can end up off-road if you take a bad jump, so slow down for each steep rise and keep to the right half of the road for safety. The countdown time is quite generous, so don't take any risks on your path to the finish.

James



Zoom: 1X

Starting Location: Maunaloa (I-12)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 11.5 miles
Countdown: 7'30"00
Driving Points: 70
Reward: 5 shopping coupons

Here's another long and challenging Hitchhiker event that features lots of traffic. While you have a fair number of driving points to play with, don't waste them—the course is longer and tougher than most others, featuring lots of corners and curves, and few true straights. Time is on your side, so play it safe and you'll easily reach the finish without terrifying your passenger.

Liam



Zoom: 2X

Starting Location: McCully (I-10)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 2.7 miles
Countdown: 2'30"00
Driving Points: 30
Reward: 4 shopping coupons

This short Hitchhiker challenge features several long straights and a few tight turns. Though there's no vehicle group restriction, you shouldn't have trouble winning with just about any Group F vehicle or better. Save time by carefully turning around and driving against traffic as soon as you begin the challenge, then make your first left to pick up the trail again—just make sure you don't end up in a head-on collision along the way!

Michael



Zoom: 1X

Starting Location: Punalu'u (D-9)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 11.3 miles
Countdown: 7'00"00
Driving Points: 70
Reward: 5 shopping coupons

Here's a long, taxing Hitchhiker event that features lots of hills and numerous blind curves. Off-road jaunts and vehicular collisions are all too common here—preserve your driving points by staying sharp and driving carefully. Use a Group A vehicle and you'll have more than enough time to reach your passenger's destination, so don't take any unnecessary risks and do whatever you must to avoid accidents with on-road vehicles.

Marc



Zoom: 2X

Starting Location: Pu'u'loa (H-6)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 11.4 miles
Countdown: 7'00"00
Driving Points: 70
Reward: 6 shopping coupons

This long but easy challenge features lots of freeway driving. Tip the odds in your favor by choosing a fast Group A vehicle and you'll have plenty of time to reach your passenger's destination. You have 70 driving points so a few mistakes are forgivable, but try not to make them too early in the race, because the last few miles of the course are the most treacherous.

Mitch



Zoom: 1X

Starting Location: Kailua Heights (H-11)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 11.7 miles
Countdown: 8'20"00
Driving Points: 70
Reward: 6 shopping coupons

Here's another long, intense Hitchhiker challenge that puts your reflexes and handling skills to the test. Time is on your side here if you use a fast Group A vehicle, but traffic is heavy—those 70 driving points won't last long if you drive recklessly. Use caution and avoid collisions at all costs.

Mario



Zoom: 1X

Starting Location: Makapu'u Beach (I-13)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 11.6 miles
Countdown: 7'00"00
Driving Points: 70
Reward: 6 shopping coupons

This long, grueling challenge features long straights that eventually lead into dangerous corners, making it easy for you to crash off-road or into traffic. You have plenty of time to reach the finish when using a Group A vehicle, so take it nice and easy, stay sharp, and avoid accidents with on-road vehicles.

Pat



Zoom: 1X

Starting Location: Waialua (D-4)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 8.0 miles
Countdown: 6'40"00
Driving Points: 40
Reward: 4 shopping coupons

This good-size challenge can be easily beaten with more than two minutes to spare using any Group A vehicle. Because time isn't a factor, feel free to drive as slowly and carefully as you like toward your passenger's destination. Avoid accidents and keep all four tires on the pavement to maintain your driving points, of which you have precious few.

Thomas



Zoom: 1X

Starting Location: Hauula (C-8)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 7.9 miles
Countdown: 6'40"00
Driving Points: 40
Reward: 4 shopping coupons

Here, the challenge lies in reaching the finish without losing all of your driving points. The course is a treacherous run along Oahu's eastern shore, featuring loads of rises and blind curves, and traffic makes almost every hill and corner a trial to overcome unscathed. Time's on your side during this event, though—you can easily reach the finish with more than two minutes to spare using a fast Group A vehicle. Because you have all the time in the world, take it nice and slow throughout this challenge, and never swerve onto the left side of the road unless you're sure it's safe to do so.

Youry



Zoom: 1X

Starting Location: Schofield Barracks (E-5)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 10.6 miles
Countdown: 7'30"00
Driving Points: 70
Reward: 5 shopping coupons

This white-knuckle Hitchhiker event features lots of long straights, so use a fast Group A vehicle to give yourself an edge. You've got lots of time to reach the finish, so drive carefully and avoid hitting pedestrian vehicles. When flying down the course's long, narrow straights, use the right breakdown lane to avoid traffic and maintain speed.

Tomy



Zoom: 1X

Starting Location: Turtle Bay (A-6)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 11.9 miles
Countdown: 7'30"00
Driving Points: 70
Reward: 6 shopping coupons

One of the longest Hitchhiker challenges in the game, this course features several straights that give fast vehicles a chance to reach top speed, so definitely pick something with lots of power under its hood. The road is very narrow throughout most of this event, so drive carefully and use the breakdown lanes to maintain speed while avoiding traffic.

Vincent



Zoom: 1X

Starting Location: Kane'ohe (G-10)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 10.5 miles
Countdown: 7'00"00
Driving Points: 70
Reward: 5 shopping coupons

Here's an exciting and challenging Hitchhiker event in which luck plays almost as big a role in your success as your driving skill. The course throws just about everything at you: sharp turns, lots of traffic, blind corners, and steep hills that can send you bounding into the air. While maintaining control is difficult while speeding along such a varied and treacherous route, you do have a fairly high number of driving points, so a few accidents are forgivable. Do your best to maintain stability as you motor toward your passenger's destination and don't be afraid to slam on the brakes when you feel you're traveling too fast for comfort.

Extra Challenges: Top Models

In a Top Models challenge, your objective is to transport an attractive female passenger to a distant location before time expires. As with Courier challenges, there are no checkpoints to worry about, so you can take any route you like toward your passenger's destination. However, like Hitchhiker challenges, your passenger stops you if you drive too recklessly and you fail the challenge as a result. Your driving points (shown just above your GPS navigation system on the HUD) let you know how well you're doing. You lose points whenever you crash into traffic or other objects, and points steadily tick away while you drive off-road. Once you run out of driving points, your passenger demands to be let out and you must try again. Your best strategy during Top Models challenges is to drive as fast as possible while avoiding all accidents and remaining on the road at all times.

TIP

Finish Top Models challenges without losing any driving points to receive bonus shopping coupons.

The following table reveals general information on every Top Models challenge in the game. Use it as a quick-reference tool to help you find Top Models challenges that seem like fun, then flip to each challenge's section for more information.

INTRODUCTION
OVERVIEW
VEHICLES
KEY LOCATIONS
CHALLENGES
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Speed
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Extra Challenges:
Courier
Extra Challenges:
Hitchhiker
Extra Challenges:
Top Models
Extra Challenges:
Vehicle Transport
MULTIPLAYER
UNLOCKABLES
& SECRETS

Offline Top Models Challenges

Challenge Name	Starting Location	Restriction	Length	Countdown	Driving Points	Coupons	Pages	Completed?
Abbie	Ala Moana (I-9)	Vehicle with two seats	2.6 miles	2'10"00	60	1	112	<input type="checkbox"/>
Ada	Waialua (C-4)	Aston Martin DB9 Volante	2.5 miles	2'00"00	60	3	112	<input type="checkbox"/>
Alicia	Kahuku (A-7)	Group B	3.5 miles	1'45"00	60	2	113	<input type="checkbox"/>
Amber	Waianae (G-3)	Ascari KZ1	4.8 miles	2'50"00	90	3	113	<input type="checkbox"/>
Amelia	Waialua (C-4)	AC 289	1.5 miles	1'10"00	60	2	113	<input type="checkbox"/>
Anyia	Waialua (D-4)	TVR Sagaris	5.6 miles	3'10"00	100	3	113	<input type="checkbox"/>
Ashley	Waikiki (I-10)	Vehicle with two seats	1.4 miles	1'25"00	60	1	113	<input type="checkbox"/>
Bridget	Waianae (G-3)	Group A	2.6 miles	1'20"00	60	3	113	<input type="checkbox"/>
Caitlin	Ala Wai Golf (I-10)	Group F	1.2 miles	1'05"00	60	2	114	<input type="checkbox"/>
Chloe	Kapalama (I-9)	Vehicle with two seats	1.9 miles	1'35"00	60	1	114	<input type="checkbox"/>
Christina	Waianae (G-3)	Jaguar Type E Coupe	2.3 miles	1'30"00	60	2	114	<input type="checkbox"/>
Cindy	Ala Moana (I-10)	Vehicle with two seats	1.6 miles	1'30"00	60	1	114	<input type="checkbox"/>
Diana	Ala Moana (I-9)	Group C	1.1 miles	0'55"00	60	2	114	<input type="checkbox"/>
Fiona	Waimanalo (H-12)	Maserati Spyder Cambiocorsa	4.6 miles	2'50"00	90	3	114	<input type="checkbox"/>
Jennifer	Ala Wai Golf (I-10)	Vehicle with two seats	2.6 miles	2'05"00	60	2	115	<input type="checkbox"/>
Joan	Kailua Heights (H-12)	Maserati 3500 GT	2.4 miles	2'00"00	60	3	115	<input type="checkbox"/>
Kate	Hawaii Kai (J-12)	Dodge Viper SRT 10	2.0 miles	1'25"00	60	2	115	<input type="checkbox"/>
Katharine	Keolu Hills (G-11)	Saleen S7 Twin-Turbo	3.2 miles	2'20"00	90	2	115	<input type="checkbox"/>
Lauren	Ala Moana (I-9)	Vehicle with two seats	2.2 miles	2'00"00	60	1	115	<input type="checkbox"/>
Lidia	McCully (I-10)	Vehicle with two seats	1.9 miles	1'50"00	60	1	115	<input type="checkbox"/>
Lily	Waianae (G-3)	Shelby GT500®	3.9 miles	2'40"00	60	3	116	<input type="checkbox"/>
Luna	Ala Moana (I-9)	Vehicle with two seats	1.0 miles	1'15"00	60	1	116	<input type="checkbox"/>
Megan	Kahala (J-11)	Group G	2.5 miles	2'10"00	60	1	116	<input type="checkbox"/>
Natasha	Portlock (J-12)	Wiesmann Roadster MF3	6.0 miles	3'20"00	90	3	116	<input type="checkbox"/>
Rachel	Kapahulu (J-10)	Group E	2.6 miles	1'55"00	60	2	116	<input type="checkbox"/>
Rose	Ala Moana (I-9)	Saturn™ Sky™	1.3 miles	1'30"00	60	1	116	<input type="checkbox"/>
Samantha	Nanakuli Beach (G-3)	Mercedes-Benz SL 65 AMG	4.0 miles	2'35"00	90	3	117	<input type="checkbox"/>
Sarah	Aliamanu (H-8)	Group D	5.8 miles	3'55"00	90	1	117	<input type="checkbox"/>
Tabatha	Diamond Head (J-10)	Vehicle with two seats	4.0 miles	3'10"00	90	3	117	<input type="checkbox"/>
Yasmin	McCully (I-10)	Vehicle with two seats	1.4 miles	1'20"00	60	1	117	<input type="checkbox"/>

Abbie



Zoom: 2X

Starting Location:
Ala Moana (I-9)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 2.6 miles
Countdown: 2'10"00
Driving Points: 60
Reward: 1 shopping coupon

Choose a fast Group A or B vehicle and you'll have plenty of time to complete this easy challenge—we finished with nearly 30 seconds to spare using the Enzo Ferrari. You must navigate busy downtown streets so expect to encounter heavy traffic, but your 60 driving points let you make a few mistakes without failing.

Ada



Zoom: 3X

Starting Location: Waialua (C-4)
Vehicle Restriction: Aston Martin DB9 Volante
Vehicle Used: Aston Martin DB9 Volante
Length: 2.5 miles
Countdown: 2'00"00
Driving Points: 60
Reward: 3 shopping coupons

This Top Models challenge features a tight countdown time that forces you to drive more recklessly than you normally should during these events. Drive fast and do your best to avoid accidents as you navigate this winding route. Floor it when you hit one of the course's few straights, and exercise caution when rounding its sharper corners and blind curves. You have 60 driving points to burn, so feel free to take a few risks, but play it safe if your points start to run low.

TEST DRIVE

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Alicia



Zoom: 2X

Starting Location: Kahuku (A-7)
Vehicle Restriction: Group B
Vehicle Used: Farboud Super-charged GTS Prototype 2005
Length: 3.5 miles
Countdown: 1'45"00
Driving Points: 60
Reward: 2 shopping coupons

This challenging Top Models event is sure to keep you on the edge of your seat. You're operating under a very strict countdown time here, so there's no time to lose. Speed as fast as you can down the course's main straight, using the right breakdown lane as often as possible to help you avoid traffic. While your 60 driving points allow you to crash a few times without failing, one bad wreck often eats up too much of your time and causes you to fail. Go quickly but don't make any rash decisions. Restart the event if you crash badly more than once.

Anya



Zoom: 2X

Starting Location: Waialua (D-4)
Vehicle Restriction: TVR Sagaris
Vehicle Used: TVR Sagaris
Length: 5.6 miles
Countdown: 3'10"00
Driving Points: 100
Reward: 3 shopping coupons

Here's an easy challenge in which you have a large number of driving points and a very relaxed countdown time. The TVR Sagaris has good acceleration and steadfast handling, so it's well-suited to weaving between on-road vehicles at high speed. Once you reach the course's main straight, move into the right breakdown lane and motor along as fast as you can. Exercise more caution once the straight becomes a bit more winding, and don't take any unnecessary risks—you have plenty of time to reach the finish with all 100 of your driving points intact.

Amber



Zoom: 2X

Starting Location: Waiānae (G-3)
Vehicle Restriction: Ascari KZ1
Vehicle Used: Ascari KZ1
Length: 4.8 miles
Countdown: 2'50"00
Driving Points: 90
Reward: 3 shopping coupons

Here's another tough Top Models challenge that gives you lots of driving points and a very tight countdown time. The course features several long straights that lead into sharp corners—use the right breakdown lane when cruising down each straight and keep glancing at your GPS so you don't miss any turns. The Ascari KZ1 takes a while to slow down from top speed, so be prepared to hit ⓧ in conjunction with Ⓜ and use both brakes to slow down fast. You don't have any time to lose, so restart if you make more than one serious error.

Ashley



Zoom: 3X

Starting Location: Waikiki (I-10)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: TVR Sagaris
Length: 1.4 miles
Countdown: 1'25"00
Driving Points: 60
Reward: 1 shopping coupon

This easy Top Models challenge is open to most vehicles, so pick whichever you like the best. You have a comfortable countdown time here, so there's no need to push the pace too much as long as you're driving a moderately fast car. (We finished with more than 20 seconds remaining using the Group C TVR Sagaris.) The course runs through a crowded urban area, so expect heavy traffic and watch out for cross traffic at intersections. You have plenty of time but only 60 driving points, so stay sharp and play it safe throughout this event.

Amelia



Zoom: 3X

Starting Location: Waialua (C-4)
Vehicle Restriction: AC 289
Vehicle Used: AC 289
Length: 1.5 miles
Countdown: 1'10"00
Driving Points: 60
Reward: 2 shopping coupons

This is an extremely difficult challenge with a super-tight countdown time that leaves absolutely no room for error. You can only race the AC 289 here—a slow, classic vehicle—and you must round each corner perfectly to reach the finish in time. Strive to round each turn with speed and perfection, and restart if you make even the slightest mistake. If you simply can't manage to clear this event, try upgrading your AC 289's performance at the appropriate high-end tuner to give yourself an edge.

Bridget



Zoom: 2X

Starting Location: Waiānae (G-3)
Vehicle Restriction: Group A
Vehicle Used: Enzo Ferrari
Length: 2.6 miles
Countdown: 1'20"00
Driving Points: 60
Reward: 3 shopping coupons

Here's an extremely challenging event that places you under a very tight countdown time. Though you're given 60 driving points, there's absolutely no time to spare, so restart if you crash or fly off-road even once. The presence of traffic means luck plays a major role in your success—you don't have the luxury of being able to drive carefully under such a strict time limit, so expect to crash and restart a few times before you clear this challenge successfully. Don't miss the sharp 90-degree turn near the end of the course—you won't make it to the finish in time if you speed past it.

Caitlin



Zoom: 3X

Starting Location:
Ala Wai Golf
Vehicle Restriction: Group F
Vehicle Used: Alfa GT 3.2 V6 24v
Length: 1.2 miles
Countdown: 1'05"00
Driving Points: 60
Reward: 2 shopping coupons

This is a short challenge with a couple of long straights and only one sharp turn about halfway through. You should have no trouble beating this event with any Group F vehicle so long as you treat that sharp corner with respect—it's easy to enter it with too much speed after bombing down the previous straight.

Cindy



Zoom: 3X

Starting Location:
Ala Moana (I-10)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 1.6 miles
Countdown: 1'30"00
Driving Points: 60
Reward: 1 shopping coupon

This relatively easy event takes place in a crowded downtown area. Use a fast Group A or B vehicle so you can take advantage of the course's straights. (We finished with nearly 30 seconds to spare using the Enzo Ferrari.) Watch for traffic and stay off the sidewalks—it's easy to lose traction when half of your tires are riding on a curb.

Chloe



Zoom: 3X

Starting Location:
Kapalama (I-9)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 1.9 miles
Countdown: 1'35"00
Driving Points: 60
Reward: 1 shopping coupon

This easy Top Models challenge takes place in a crowded downtown area, so watch out for traffic, especially at intersections. We managed to drop off our passenger with nearly 30 seconds left on the clock using the Enzo Ferrari, so many a lesser vehicle should do just fine here.

Diana



Zoom: 3X

Starting Location:
Ala Moana (I-9)
Vehicle Restriction: Group C
Vehicle Used: TVR Sagaris
Length: 1.1 miles
Countdown: 0'55"00
Driving Points: 60
Reward: 2 shopping coupons

Here's another straightforward Top Models challenge that takes place in a cluttered downtown region. We were just barely able to finish this one in time using the Group C TVR Sagaris—if you're having trouble winning with your Group C vehicle of choice, make things easier by upgrading its performance at a high-end tuner. Otherwise, simply keep off the sidewalks and avoid traffic, and you shouldn't have too much trouble earning your shopping coupons here.

Christina



Zoom: 2X

Starting Location: Wai'anae (G-3)
Vehicle Restriction: Jaguar Type E Coupe
Vehicle Used: Jaguar Type E Coupe
Length: 2.3 miles
Countdown: 1'30"00
Driving Points: 60
Reward: 2 shopping coupons

Here's a highly challenging Top Models event that's only open to the classic Jaguar Type E Coupe. This old-school vehicle is no speed demon and has a terrible acceleration, so accidents and off-road jaunts are strictly prohibited here. Even with a perfect run, you won't have more than a few seconds to spare, so round each corner perfectly and tear down the main straight as fast as possible without crashing.

Fiona



Zoom: 2X

Starting Location:
Waimanalo (H-12)
Vehicle Restriction: Maserati Spyder Cambiocorsa
Vehicle Used: Maserati Spyder Cambiocorsa
Length: 4.6 miles
Countdown: 2'50"00
Driving Points: 90
Reward: 3 shopping coupons

This good-size Top Models challenge asks you to drive a Maserati Spyder Cambiocorsa nearly five miles in just under three minutes. Provided you don't crash too many times, that countdown time is actually quite liberal, so just keep to the pavement and don't take too many risks. You face a lot of same-way moving traffic, so make good use of the right breakdown lane and gun it down each long straight.

Jennifer



Zoom: 3X

Starting Location: Ala Wai Golf (I-10)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 2.6 miles
Countdown: 2'05"00
Driving Points: 60
Reward: 2 shopping coupons

This challenge takes place in a dense urban area and features several good-size straights. Pick a fast Group A or B vehicle to gain an advantage here. You have plenty of time to reach your passenger's destination in any high-end set of wheels, so drive smart and focus on avoiding collisions with traffic—your 60 driving points can disappear in a hurry if you aren't careful.

Katherine



Zoom: 2X

Starting Location: Keolu Hills (G-11)
Vehicle Restriction: Saleen S7 Twin-Turbo
Vehicle Used: Saleen S7 Twin-Turbo
Length: 3.2 miles
Countdown: 2'20"00
Driving Points: 90
Reward: 2 shopping coupons

This tough challenge's course is about as hostile as one can be for the Saleen S7 Twin-Turbo—loads of curves, heavy traffic, and numerous rises in the road make maintaining control a trying experience. Fortunately, you have a comfortable countdown time limit and a high number of driving points, so mistakes can (and probably will) be made. The Saleen is an extremely powerful vehicle that likes to spin out when you give it too much gas, so tap Ⓔ when cornering and release the trigger entirely when you feel your grip begin to falter.

Joan



Zoom: 2X

Starting Location: Kailua Heights (H-12)
Vehicle Restriction: Maserati 3500 GT
Vehicle Used: Maserati 3500 GT
Length: 2.4 miles
Countdown: 2'00"00
Driving Points: 60
Reward: 3 shopping coupons

Here's an easy challenge that's only available to racers who own the classic Maserati 3500 GT. This old-school car doesn't have the greatest acceleration, so once you get moving at a good clip, do your best not to crash or skid off-road. While this event's countdown time is quite generous and allows for a few mistakes, try to not to make any so you can score bonus coupons at the end of the challenge.

Lauren



Zoom: 2X

Starting Location: Ala Moana (I-9)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 2.2 miles
Countdown: 2'00"00
Driving Points: 60
Reward: 1 shopping coupon

Here's an easy Top Models event that's open to just about any vehicle. Make this straightforward challenge even easier by using a fast Group A or B vehicle. As with any course that runs through a cramped city environment, it features lots of traffic and some uncomfortably narrow roads. Avoid collisions and stay off the sidewalks to preserve your driving points as you speed your passenger to her desired location.

Kate

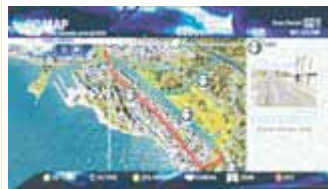


Zoom: 3X

Starting Location: Hawai'i Kai (J-12)
Vehicle Restriction: Dodge Viper SRT 10
Vehicle Used: Dodge Viper SRT 10
Length: 2.0 miles
Countdown: 1'25"00
Driving Points: 60
Reward: 2 shopping coupons

This difficult challenge features a very rigid countdown time, and only racers who drive Dodge Viper SRT 10's are allowed to play. You can't waste any time here, so restart if you wreck or skid off-road. The Dodge Viper SRT 10's handling is a bit loose and there are tricky corners to navigate, so maximize your speed down each straight and expect to make a few trial runs before you complete this challenge successfully.

Lidia



Zoom: 3X

Starting Location: McCully (I-10)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 1.9 miles
Countdown: 1'50"00
Driving Points: 60
Reward: 1 shopping coupon

Here's another easy event that takes place in a bustling downtown area. Pick a fast Group A or B vehicle to gain an advantage down the course's long straights. You have plenty of time to reach the finish in a high-class car (we finished with more than 30 seconds to spare in the Enzo Ferrari), so focus on preserving your driving points. Slow down whenever you see trouble ahead and avoid smashing into on-road vehicles.

Lily



Zoom: 2X

Starting Location: Wai'anae (G-3)
Vehicle Restriction: Shelby GT500®
Vehicle Used: Shelby GT500®
Length: 3.9 miles
Countdown: 2'40"00
Driving Points: 60
Reward: 3 shopping coupons

This tough Top Models challenge features a long, winding course with several sharp turns—not an ideal environment for the requisite Shelby GT500®, an old-school vehicle with poor acceleration. The countdown time is extremely tight, so you cannot make mistakes here. Round each corner with speed and avoid colliding with traffic at all costs. If this challenge just seems unbeatable, upgrade your Shelby GT500's® performance at a high-end tuner to gain an advantage.

Natasha



Zoom: 2X

Starting Location: Portlock (J-12)
Vehicle Restriction: Wiesmann Roadster MF3
Vehicle Used: Wiesmann Roadster MF3
Length: 6.0 miles
Countdown: 3'20"00
Driving Points: 90
Reward: 3 shopping coupons

This long but easy Top Models event takes you on a scenic trip along Oahu's southern shore. The course primarily runs along a divided highway, so you face lots of same-way traffic throughout this event. Use both highway lanes and weave past each on-road vehicle without causing accidents as you dash toward your passenger's destination. The countdown time is quite generous and you have 90 driving points to play with, so don't be too quick to restart if you happen to crash once or twice.

Luna



Zoom: 3X

Starting Location: Ala Moana (I-9)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 1.0 miles
Countdown: 1'15"00
Driving Points: 60
Reward: 1 shopping coupon

This is yet another simple Top Models challenge that takes place in a busy city environment. While any vehicle can get you to the finish within the countdown time (we had about 30 seconds to spare using the mighty Enzo Ferrari), choosing a fast one that lets you speed down the course's straights gives you extra breathing room and makes this event even easier.

Rachel



Zoom: 2X

Starting Location: Kapahulu (J-10)
Vehicle Restriction: Group E
Vehicle Used: Ford Mustang GT Coupe
Length: 2.6 miles
Countdown: 1'55"00
Driving Points: 60
Reward: 2 shopping coupons

Here's a fun and easy challenge that's only open to racers who drive Group E vehicles. Avoid collisions with traffic when bombing down the long four-lane straight—watch for on-road vehicles' blinkers and anticipate their lane changes. If you're in a rush, or if you have some driving points to spare and don't mind losing them, cut across the grassy median near the end of the course to circumvent the hairpin turn and save several seconds. This usually isn't necessary though, as the countdown time isn't anything to worry about here—we finished with more than 15 seconds to spare in the Ford Mustang GT Coupe.

Megan



Zoom: 3X

Starting Location: Kahala (J-11)
Vehicle Restriction: Group G
Vehicle Used: Lamborghini Miura P400SV
Length: 2.5 miles
Countdown: 2'10"00
Driving Points: 60
Reward: 1 shopping coupon

Here's an easy challenge that's restricted to old-school Group G vehicles. We managed to reach the finish with more than 15 seconds to spare using the Lamborghini Miura P400SV, so just about any Group G vehicle should be able to clear this event without much trouble. Brake early before you reach the course's first hard left—the small bump in the road that precedes the turn can send you skidding off-road, costing you a few seconds (and some driving points).

Rose



Zoom: 3X

Starting Location: Ala Moana (I-9)
Vehicle Restriction: Saturn™ Sky™
Vehicle Used: Saturn™ Sky™
Length: 1.3 miles
Countdown: 1'30"00
Driving Points: 60
Reward: 1 shopping coupon

This simple challenge is restricted to the Saturn™ Sky™. The course is short and the countdown time is very generous, making this one of the easiest Top Models events. Simply cruise to your passenger's destination without taking any risks and you'll get there with plenty of time to spare.

Samantha



Zoom: 2X

Starting Location: Nanakuli Beach (G-3)
Vehicle Restriction: Mercedes-Benz SL 65 AMG
Vehicle Used: Mercedes-Benz SL 65 AMG
Length: 4.0 miles
Countdown: 2'35"00
Driving Points: 90
Reward: 3 shopping coupons

This easy and fun Top Models challenge can net you up to four shopping coupons in about two minutes (three if you don't land the bonus), making it one of the best events to run when you're looking to quickly amass a stockpile of coupons. The requisite Mercedes-Benz SL 65 AMG is a solid vehicle that can easily get you to your passenger's destination with about 30 seconds to spare, so focus on avoiding collisions and preserving your driving points.

Sarah



Zoom: 2X

Starting Location: Aliamanu (H-8)
Vehicle Restriction: Group D
Vehicle Used: Maserati GranSport
Length: 5.8 miles
Countdown: 3'55"00
Driving Points: 90
Reward: 1 shopping coupon

Here's an easy but long event that pays out only one shopping coupon—not really worth attempting unless you're trying to beat all of the Top Models challenges. The countdown time is fairly loose here and allows for a few mistakes, as do your 90 driving points, so you shouldn't have any trouble clearing this straightforward event with any Group D vehicle.

Tabatha



Zoom: 2X

Starting Location: Diamond Head (J-10)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 4.0 miles
Countdown: 3'10"00
Driving Points: 90
Reward: 3 shopping coupons

This is another easy Top Models challenge that allows you to race just about any vehicle, so make matters easy on yourself and pick something with lots of power under the hood. The good-size course runs through a dense metropolitan area—expect to encounter lots of traffic as you speed toward your passenger's desired location. We managed to complete this challenge with more than 30 seconds to spare using the Enzo Ferrari, so pick a fast set of wheels and drive safely, and you'll beat this simple event with ease.

Yasmin



Zoom: 3X

Starting Location: McCully (I-10)
Vehicle Restriction: Vehicle with two seats
Vehicle Used: Enzo Ferrari
Length: 1.4 miles
Countdown: 1'20"00
Driving Points: 60
Reward: 1 shopping coupon

This quick and easy Top Models event runs through a crowded downtown region. Fast vehicles give you an edge here, so pick something of the Group A or B caliber and you won't need to worry about the countdown time. Dodging traffic can be a bit tricky in such a cramped city environment—watch for cross traffic at intersections and do your best not to smash into anyone.

Extra Challenges: Vehicle Transport

Vehicle Transport challenges are similar to Courier challenges, but instead of delivering a package, your task is to drive your client's vehicle to a remote location, doing as little damage to the car as possible along the way. There's no time limit and there are no checkpoints for you to pass through during these events—instead, the difficulty lies in remaining on the road throughout each lengthy course and avoiding collisions with traffic. Careful driving is important, because your maximum reward money decreases each time you smash into anything. It also steadily dwindles away while you drive off-road. Your clients also offer huge cash bonuses if you manage to transport their vehicles without damaging them, so treat every corner, curve, and on-road vehicle with the utmost respect. You cannot replay Vehicle Transport challenges that you've beaten, so strive to get the most out of each one by fighting the urge to drive recklessly. These challenges are great ways to earn lots of cash early in your career if you take your time and do them right.

TIP

Beat lots of Vehicle Transport challenges during the early stages of your career. They're all highly profitable, and they have no time limits or challenge level restrictions—this makes them easy events for anyone with a bit of patience to cash in on.

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TIP

Score perfect runs through Vehicle Transport challenges to receive large cash bonuses in addition to your reward money.

NOTE

All Vehicle Transport challenges feature traffic and police. Because the reward value is based on your patience and driving skill, we don't consider any of these events to be Cash Cows.

The following table reveals general information on every Vehicle Transport challenge in the game. Use it as a quick-reference tool to help you find challenges that fit your criteria, then flip to each event's section for more information.

Offline Vehicle Transport Challenges

Challenge Name	Starting Location	Vehicle Provided	Length	Max Reward	Page	Completed?
Alex	Wai'anae (F-3)	Mercedes-Benz SLR McLaren	14.9 miles	\$90,000	119	<input type="checkbox"/>
Andrew	Pa'a La'a Kai (C-4)	Ford Shelby GR-1 Concept	12.9 miles	\$90,000	119	<input type="checkbox"/>
Bernard	Kahalu'u (F-9)	Volkswagen W12 Coupe	9.7 miles	\$80,000	119	<input type="checkbox"/>
Brady	Kawailoa (C-5)	Maserati MC12	13.3 miles	\$90,000	119	<input type="checkbox"/>
Christopher	Waikiki Beach (J-10)	Enzo Ferrari	7.8 miles	\$80,000	119	<input type="checkbox"/>
Clark	Mokapu Peninsula (F-11)	Chrysler® Firepower Concept Car	7.2 miles	\$80,000	119	<input type="checkbox"/>
Connor	Kahuku Point (A-7)	Pagani Zonda C12S	14.1 miles	\$90,000	120	<input type="checkbox"/>
Daniel	Pearl Harbor (H-7)	Spyker C8 Laviolette	12.3 miles	\$90,000	120	<input type="checkbox"/>
Dylan	Makakilo (I-5)	Lamborghini Murciélago Coupe	13.3 miles	\$90,000	120	<input type="checkbox"/>
Eddie	Kaiona Beach (H-12)	Lamborghini Gallardo Spyder	8.4 miles	\$80,000	120	<input type="checkbox"/>
Ethan	Hawai'i Kai (I-12)	Ferrari 288 GTO	9.8 miles	\$80,000	120	<input type="checkbox"/>
Franck	Mililani (F-6)	Chevrolet® Camaro® Z-28™	15.0 miles	\$90,000	121	<input type="checkbox"/>
Gael	Ka'ena Point (D-1)	Noble M14	10.7 miles	\$90,000	121	<input type="checkbox"/>
George	Shark's Cove (B-5)	Jaguar XK Convertible	12.1 miles	\$90,000	121	<input type="checkbox"/>
Henry	Kalihi Kai (I-8)	Ford Shelby Cobra Concept	25.0 miles	\$99,999	121	<input type="checkbox"/>
Jack	Hauula (C-8)	Ferrari F430 Spider	14.9 miles	\$90,000	121	<input type="checkbox"/>
Jessy	Pearl City (G-7)	Kawasaki Ninja ZX-10R	10.1 miles	\$80,000	122	<input type="checkbox"/>
Jonathan	Cemetery (F-9)	TVR Tuscan S	15.0 miles	\$90,000	122	<input type="checkbox"/>
Kevin	Wahiawa (E-5)	Mercedes-Benz 300 SL Gullwing	10.8 miles	\$90,000	122	<input type="checkbox"/>
Kyle	Kailua (G-11)	Chevrolet® Corvette® Stingray™ 69	14.8 miles	\$90,000	122	<input type="checkbox"/>
Leonardo	Maunalani (I-11)	Lotus Esprit V8	8.6 miles	\$80,000	122	<input type="checkbox"/>
Luc	Kawailoa (C-5)	Jaguar XJ220	10.2 miles	\$90,000	123	<input type="checkbox"/>
Lucas	La'ie (B-8)	McLaren F1	14.5 miles	\$90,000	123	<input type="checkbox"/>
Nathan	Wai'anae Kai (F-3)	Aston Martin DB4 GT Zagato	13.3 miles	\$90,000	123	<input type="checkbox"/>
Paul	Kahala (J-10)	Koenigsegg CC8S	12.9 miles	\$90,000	123	<input type="checkbox"/>
Pedro	Kane'ohe (G-10)	Caterham CSR 260	10.0 miles	\$90,000	123	<input type="checkbox"/>
Pete	Ala Moana (I-9)	Shelby Cobra® Daytona Coupe™	13.3 miles	\$90,000	123	<input type="checkbox"/>
Ryan	Waipahu (G-6)	Ford Mustang GT-R Concept	14.7 miles	\$90,000	124	<input type="checkbox"/>
Samuel	Mokule'ia (D-3)	Pontiac® Firebird™	20.4 miles	\$99,999	124	<input type="checkbox"/>
Sean	Punalu'u (D-9)	Lamborghini Miura P400SV	12.0 miles	\$90,000	124	<input type="checkbox"/>

Alex



Zoom: 1X

Starting Location:
Wai'anae (F-3)
Vehicle Provided: Mercedes-Benz SLR McLaren
Length: 14.9 miles
Maximum Reward: \$90,000

The Mercedes-Benz SLR McLaren has a fairly loose handling, so be careful when weaving around traffic at high speeds. Fight the urge to floor it down the course's long, curvy stretches—it's easy to underestimate some of the curves and end up off-road. (A speed of between 100 and 120 mph is ideal for initial stretches.) You face a lot of same-way moving traffic along this route, so watch for blinkers that signal lane-changes and use the breakdown lanes to make safe passes. The course becomes far more treacherous and confusing toward the end—keep an eye on your GPS navigation system as you exit the freeway to avoid becoming lost, and slow down as you navigate the narrow two-lane road that follows, rounding each sharp corner with care.

Brady



Zoom: 1X

Starting Location:
Kawailoa (C-5)
Vehicle Provided: Maserati MC12
Length: 13.3 miles
Maximum Reward: \$90,000

While scenic, the first half of this narrow, winding course features loads of dips, rises, and plenty of sharp corners—keep your eyes on the road, look to your GPS map often, and use extreme caution when navigating each twist and turn. Feel free to pick up the pace a bit as the course straightens out and becomes less treacherous about halfway through. The Maserati MC12 has great handling and solid braking, so keep your speed within reason and you should be able to reach the finish with most of your reward money intact.

Andrew



Zoom: 1X

Starting Location: Pa'a La'a Kai (C-4)
Vehicle Provided: Ford Shelby GR-1 Concept
Length: 12.9 miles
Maximum Reward: \$90,000

Much of this challenge takes place on a narrow, two-lane road, so you've got to be careful here. The left lane features fast oncoming traffic, so avoid straying into it—use the right breakdown lane to pass same-way moving vehicles instead. While the Ford Shelby GR-1 Concept is a high-performance Group B vehicle, you must fight the urge to drive at reckless speeds on this narrow course. Take it nice and slow instead, feathering the gas whenever you're unsure of what may lie ahead.

Christopher



Zoom: 1X

Starting Location: Waikiki Beach (J-10)
Vehicle Provided: Enzo Ferrari
Length: 7.8 miles
Maximum Reward: \$80,000

This comparatively short Vehicle Transport challenge starts you off in a cramped downtown area, where even the unparalleled handling of the Enzo Ferrari won't save you if you're a careless driver. Traffic is heavy, most of the roads are very narrow, and there are plenty of sharp turns to make, so take it nice and slow, and watch out for cross traffic at intersections. Fight the urge to floor it when you reach the freeway near the end of the course, as it's only three lanes wide and one poorly timed lane change can cost you tens of thousands of dollars. Instead, keep your speedometer between 100 and 130 mph, watch for blinkers that indicate lane changes, and remain in total control of your client's vehicle at all times.

Bernard



Zoom: 1X

Starting Location: Kahalu'u (F-9)
Vehicle Provided: Volkswagen W12 Coupe
Length: 9.7 miles
Maximum Reward: \$80,000

It's slow going throughout most of this relatively short Vehicle Transport event. The course's many corners, hills, and curves force you to feather the gas and drive at just over the speed limit. While oncoming traffic is usually quite sparse, it only takes one bad wreck to ruin your payday, so don't become overconfident. Keep to the right, especially when traveling uphill or rounding blind corners, and use the right breakdown lane to pass same-way traffic. The Volkswagen W12 Coupe is extremely powerful for a Group B vehicle, but its handling and braking leave something to be desired—don't expect to maneuver around traffic or slow down as efficiently as you can in most other vehicles of this caliber. Brake early whenever you begin to notice a potentially hazardous situation developing ahead of you, and make minor steering adjustments to align yourself properly before accelerating to pass.

Clark



Zoom: 1X

Starting Location: Mokapu Peninsula (F-11)
Vehicle Provided: Chrysler® Firepower Concept Car
Length: 7.2 miles
Maximum Reward: \$80,000

Here's another Vehicle Transport event that allows you to drive a locked auto—the Chrysler® Firepower Concept Car. While this flashy ride isn't the fastest in the Group C pack, it sports fantastic braking—an asset you'll find invaluable when the unexpected suddenly occurs. The course here is relatively short and features a fairly standard mix of two-lane rural roads and divided highways. You encounter a bit of road undulation and a few sharp turns, but nothing out of the ordinary. Make good use of the breakdown lanes when passing vehicles and don't push the envelope too hard, and you'll easily reach your destination with your bonus intact.

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Connor



Zoom: 1X

Starting Location: Kahuku Point (A-7)
Vehicle Provided: Pagani Zonda C12S
Length: 14.1 miles
Maximum Reward: \$90,000

The combination of a narrow, winding course and a super-fast vehicle with atrocious braking makes maintaining your reward cash here a true exercise in both patience and control. The Pagani Zonda C12S ties with the McLaren F1 for having the worst braking of all Group A vehicles, so be very careful of your speed—with this machine you won't be able to slow down in time to avoid a nasty accident you didn't see coming. Fortunately, the Pagani Zonda C12S has fantastically responsive handling, allowing seasoned drivers to dodge traffic and round the course's gentler curves with ease. Use the left lane to pass same-way traffic more than you would with other, less responsive vehicles, but only when you're certain there are no oncoming cars to deal with.

Daniel



Zoom: 1X

Starting Location: Pearl Harbor (H-7)
Vehicle Provided: Spyker C8 Laviolette
Length: 12.3 miles
Maximum Reward: \$90,000

This difficult challenge's course is vastly confusing, sending you around several on- and off-ramps, merging you onto various highways and freeways, and generally making life difficult for you. Traffic is also quite heavy here, which complicates matters even further. Keep your speed in check throughout this event, and pay close attention to your GPS map and HUD route indicators to avoid becoming lost. The Spyker C8 Laviolette's handling is sharp, but not nearly sharp enough to justify risky maneuvers performed at reckless speeds. Its braking is also sub-par compared to most other Group C vehicles, so don't get swept up by the wide, multi-lane freeways and overdo it. Play it safe, keep your eyes peeled for traffic and turns, and you'll make it through this trying event with your reward cash undiminished.

Dylan



Zoom: 1X

Starting Location: Makakilo (I-5)
Vehicle Provided: Lamborghini Murciélago Coupe
Length: 13.3 miles
Maximum Reward: \$90,000

In this event, your client asks you to drive his Lamborghini Murciélago Coupe—a Group A vehicle with good handling and average braking—just over 13 miles to have it repaired. You begin on a narrow straight and are soon cast onto a two-lane freeway. Passing the same-way traffic on the freeway is easy thanks to its concrete walls—you can grind against them without losing any of your reward money, which eliminates the off-road penalty factor. (Hitting a wall with too much force will cause you to bounce off it and possibly into traffic, however, so be careful.) The freeway eventually opens up into four lanes—keep an eye on your GPS map and don't miss your exit, which follows after a mile or so. You have to make a series of sharp turns shortly after exiting the freeway, so check your GPS to avoid missing them. The rest of the course is fairly straightforward, sporting wide roads, gradual corners, and a few sharp turns toward the end—nothing a cautious driver can't handle in a Lamborghini Murciélago Coupe.

Eddie



Zoom: 2X

Starting Location: Kaiona Beach (H-12)
Vehicle Provided: Lamborghini Gallardo Spyder
Length: 8.4 miles
Maximum Reward: \$80,000

The majority of this comparatively short Vehicle Transport challenge takes place on a wide, four-lane highway that features two lanes of oncoming traffic. The highway winds uphill and down, and features several wide yet sharp corners that must be rounded carefully. Keep to the right half of the road as often as possible, veering into the left lanes to pass only when you can be sure it's safe to do so. You turn onto a narrow, two-lane road for the last mile of the course, which features one lane of oncoming traffic and several blind curves—take it slowly to avoid collisions and preserve your reward money. Fortunately, you get to drive the Lamborghini Gallardo Spyder—a fast Group B vehicle with excellent handling and braking ability that's perfect for such a wide yet winding route.

Ethan



Zoom: 1X

Starting Location: Hawai'i Kai (I-12)
Vehicle Provided: Ferrari 288 GTO
Length: 9.8 miles
Maximum Reward: \$80,000

Your vehicle during this relatively easy event is the Ferrari 288 GTO—a classic Group C car that has tight, reliable handling but somewhat lackluster braking. The car is perfect for this course, where you face heavy amounts of same-way traffic in a mixture of two-lane divided highways and multi-lane freeways. Traffic becomes particularly thick at certain areas—be patient in these troublesome stretches, drive safely, and you'll have a nice, fat bonus waiting at your destination.

Franck



Zoom: 1X

Starting Location: Mililani (F-6)
Vehicle Provided: Chevrolet® Camaro® Z-28™
Length: 15.0 miles
Maximum Reward: \$90,000

In this event, you must drive your client's Chevrolet® Camaro® Z-28™ 15 miles to a repair shop. Though this old-school Group G vehicle can travel at a maximum speed of only about 125 mph, it has abysmal handling and braking, making each sharp corner and every on-road vehicle a dangerous obstacle to overcome. The course features a wide variety of roads, the worst of which sport one or more lanes of oncoming traffic—stay out of these lanes, as the Chevrolet® Camaro® Z-28™ simply doesn't have enough top-end power to pass same-way traffic very quickly, and lacks the handling ability to swerve out of harm's way in an emergency. Don't bother shooting for speed during this event, because even if you were to drive like a maniac and floor it the whole way, it would still take quite awhile to travel 15 miles in this classic car. This is a slow ride, so take it easy and enjoy it.

George



Zoom: 1X

Starting Location: Shark's Cove (B-5)
Vehicle Provided: Jaguar XK Convertible
Length: 12.1 miles
Maximum Reward: \$90,000

This challenge takes you on a picturesque tour along Oahu's rural northeastern shoreline. There are no turns or sharp corners to worry about until the very end of this 12-mile jaunt—the first 10 miles take place on one narrow road that features two lanes of traffic moving in either direction. The Jaguar XK Convertible handles well for a Group E vehicle and oncoming traffic is light throughout most of this event, so feel free to move into the left lane to pass same-way moving vehicles when you feel it's safe to do so. Otherwise, stay to the right as often as you can and use the right breakdown lane to pass same-way traffic. You enter a slightly more urban setting toward the end of the course where you encounter several sharp turns, so keep your wits about you, drive carefully, and strive to finish the event with your full amount of prize money.

Gael



Zoom: 1X

Starting Location: Ka'ena Point (D-1)
Vehicle Provided: Noble M14
Length: 10.7 miles
Maximum Reward: \$90,000

This Vehicle Transport event takes you on a scenic trip along the island's northwestern shoreline. Your client's car is the Noble M14—a sleek Group C vehicle with phenomenally responsive handling that's well suited to this challenge. The course begins with a giant seven-mile stretch that features a small amount of road undulation and some minor curves—nothing that could buck the road-hugging Noble M14 off the asphalt. Keep to the right side of the road down this stretch, using the right breakdown lane to pass same-way traffic and thereby avoiding the head-on collisions that can easily occur when you enter the left lane. Glance at your GPS when you're about 3.5 miles away from your destination—you must make a sharp left turn onto a side road, and the turn is easy to miss if you aren't prepared for it. Then simply continue keeping to the right and passing vehicles in the right breakdown lane as you motor toward the finish.

Henry



Zoom: 1X

Starting Location: Kalihi Kai (I-8)
Vehicle Provided: Ford Shelby Cobra Concept
Length: 25.0 miles
Maximum Reward: \$99,999

The massive size of this course makes this Vehicle Transport challenge one of the most difficult to complete unscathed. You get to drive the Ford Shelby Cobra Concept here—a locked Group B vehicle with good power and responsive handling. The course primarily features two- to five-lane highways and freeways, and while traffic is fairly light most of the way, try not to get too carried away—the Ford Shelby Cobra Concept's handling loosens up quite a bit when you travel at over 120 mph, and its braking is far from the best in its class. Keep your speed within reason at all times, steer clear of on-road vehicles, and pat yourself on the back if you manage to complete this event with your bonus intact—you've mastered the fine art of the Vehicle Transport challenge.

Jack



Zoom: 1X

Starting Location: Hauula (C-8)
Vehicle Provided: Ferrari F430 Spider
Length: 14.9 miles
Maximum Reward: \$90,000

This narrow, winding course runs along Oahu's scenic eastern shoreline. It's tough using the right breakdown lane to pass same-way traffic on such a curvy route, so don't use it very often—pass on the left instead. Oncoming traffic is very light throughout most of this event, and the speedy Ferrari F430 Spider has outstanding handling and braking, so left-lane passes are far less risky here compared with most other Vehicle Transport challenges. Be patient when rounding the course's blind corners and when traveling uphill—it's highly unsafe to pass in these areas, no matter which side you try to pass on. Keep your cool and drive smart, and you'll reach the finish in perfect condition.

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Jessy



Zoom: 1X

Starting Location: Pearl City (G-7)
Vehicle Provided: Kawasaki Ninja ZX-10R
Length: 10.1 miles
Maximum Reward: \$80,000

This is one of the few Vehicle Transport challenges in which your client asks you to drive a motorcycle—the Group mA Kawasaki Ninja ZX-10R. Racing a bike certainly has its advantages—slipping past traffic is easy, you can accelerate very quickly, and you can slow down just as fast. The problem lies in keeping your speed in check, as motorcycles have a way of tempting you to gun it the whole time. It's okay to speed when traffic is light and the course is more or less straight, but be very careful of corners—bikes handle quite differently than cars and you must slow down when rounding even gradual curves. The roads become narrower and more dangerous toward the course's second half, so use the breakdown lanes to avoid traffic when bombing down the long straights and watch your speed when rounding each turn.

Jonathan



Zoom: 1X

Starting Location: Cemetery (F-9)
Vehicle Provided: TVR Tuscan S
Length: 15.0 miles
Maximum Reward: \$90,000

Your vehicle for this grueling challenge is the TVR Tuscan S—a solid Group C car with good acceleration and handling. The TVR Tuscan S is ideal for this winding course, the first few miles of which feature loads of hills and blind curves, forcing you to drive at a snail's pace most of the way. Things become a bit easier once you reach the divided highway, though you should continue to watch your speed and pass same-way traffic with care. Fight the urge to floor it once you're out of the tunnel and cruising along the wide four-lane straight—the steep hills you encounter often hide traffic and make for a tumultuous ride when you hit them with too much speed. The course flattens out and becomes a bit more manageable during its final miles, though its turns become sharper and traffic becomes more of a threat. Keep to the middle of each road to reduce the odds of colliding with cross-traffic at intersections.

Kevin



Zoom: 2X

Starting Location: Wahiawa (E-5)
Vehicle Provided: Mercedes-Benz 300 SL Gullwing
Length: 10.8 miles
Maximum Reward: \$90,000

This event starts off as a simple trek along various flat, rural roads, but becomes far more challenging once you begin the treacherous, winding ascent into the mountains about halfway through. The Mercedes-Benz 300 SL Gullwing handles better than most other vehicles in its class, but it certainly wasn't designed to tackle the trickier portions of this course. When navigating the mountain pass, fight the urge to pass slow-moving vehicles around blind turns, and slow down whenever you can't see what's ahead of you. You're home free once you're out of the mountains—speed down the long straights that follow, using their right breakdown lanes to pass same-way traffic as you dash toward the finish.

Kyle



Zoom: 1X

Starting Location: Kailua (G-11)
Vehicle Provided: Chevrolet® Corvette® Stingray™ 69
Length: 14.8 miles
Maximum Reward: \$90,000

Here's a long Vehicle Transport challenge that's made even longer by the old-school vehicle you must drive—the classic Chevrolet® Corvette® Stingray™ 69. This Group G muscle car doesn't handle very well on this winding route, and it lacks the acceleration and top-end power needed to quickly pass the heavy same-way traffic you encounter here—this makes each passing attempt a dangerous experience. The first half of the course is thornier than the second, featuring lots of road undulation, numerous blind corners, and a few dangerous intersections. Keep your wits about you and take it slow throughout this challenging event to increase the odds of earning your maximum reward.

Leonardo



Zoom: 2X

Starting Location: Maunalani (I-11)
Vehicle Provided: Lotus Esprit V8
Length: 8.6 miles
Maximum Reward: \$80,000

This challenge is mercifully short compared to most other Vehicle Transport events. The course features a wide variety of straights and casual turns, and there's very little track undulation to worry about. The Lotus Esprit V8 is a solid Group D vehicle with good handling, acceleration, and braking, so with a bit of careful driving, you shouldn't have any trouble reaching the end of this course with your reward money intact.

Luc



Zoom: 2X

Starting Location: Kawailoa (C-5)
Vehicle Provided: Jaguar XJ220
Length: 10.2 miles
Maximum Reward: \$90,000

This challenge's course is composed entirely of narrow, two-lane roads that feature oncoming traffic—a dangerous environment that forces you to exercise extreme caution as you pass each vehicle. The many rises in the track obscure your view of the road ahead, so keep to the right and slow down as you approach each one—you never know what awaits you on the other side. The classic Jaguar XJ220 is fast and handles like a dream, but it's slow to decelerate from high speeds, so brake early whenever you see trouble ahead. It's also a bit wider than most other vehicles, so be careful when using the right breakdown lane to pass same-way traffic.

Paul



Zoom: 1X

Starting Location: Kahala (J-10)
Vehicle Provided: Koenigsegg CC8S
Length: 12.9 miles
Maximum Reward: \$90,000

This Vehicle Transport challenge puts you behind the wheel of the extraordinary Koenigsegg CC8S—the second-fastest vehicle in the game. While the Koenigsegg CC8S has good handling and braking ability, you can't afford to push the pace too quickly while navigating the narrow, congested city streets during the first half of this course. Pay close attention to traffic lights at intersections and brake hard for yellow and red lights when there are cars ahead of you—you don't want to rear-end anyone. Feel free to open it up a bit more once you reach the multi-lane freeway about halfway through the course, but keep your speed within reason and pay close attention to traffic conditions as you go.

Lucas



Zoom: 1X

Starting Location: La'ie (B-8)
Vehicle Provided: McLaren F1
Length: 14.5 miles
Maximum Reward: \$90,000

Your vehicle for this event is the awesome McLaren F1—the fastest car in the game. Unfortunately, with a course this narrow and winding, you won't have a chance to see just how fast this mean machine can go. Watch your speed very carefully throughout this event—while the McLaren F1 sports terrific handling, it ties for having the worst braking in its class. Fight the urge to bomb down the course's straights or you'll have difficulty reaching your destination in one piece.

Pedro



Zoom: 1X

Starting Location: Kane'ohe (G-10)
Vehicle Provided: Caterham CSR 260
Length: 10.0 miles
Maximum Reward: \$90,000

It pays to keep your speed in check throughout this 10-mile challenge—while the unique Caterham CSR 260 has fantastic handling and braking, it's so lightweight that small humps in the road you'd normally take no notice of often send you skipping off the pavement, compromising your control and leading to hazardous situations when you hit them too fast. Accelerate in short bursts to keep your speed under control throughout this event. Fortunately, the vast majority of this course takes place on a divided highway, giving you two lanes of same-way traffic. Keep to the middle of the road and avoid using the breakdown lanes to pass—you never know when you'll hop off the asphalt and you don't want to end up off-road.

Nathan



Zoom: 1X

Starting Location: Wai'anae (F-3)
Vehicle Provided: Aston Martin DB4 GT Zagato
Length: 13.3 miles
Maximum Reward: \$90,000

Don't let this course's long, narrow straights lull you into a false sense of security—there are a few sharp corners and tight turns that can quickly sneak up on you if you aren't periodically checking your GPS map. The Aston Martin DB4 GT Zagato is a classic car that sports superior acceleration and handling compared to most other Group G vehicles, and its slenderness helps you slip past traffic with ease, so make good use of the breakdown lanes throughout this event. You'll wish its top speed was a bit higher when you're bombing down the course's seemingly endless straights, but look at the bright side: At least you get to floor it most of the time.

Pete



Zoom: 1X

Starting Location: Ala Moana (I-9)
Vehicle Provided: Shelby Cobra® Daytona Coupe™
Length: 13.3 miles
Maximum Reward: \$90,000

You get to pilot the mother of all Group G muscle cars during this challenge—the million-dollar Shelby Cobra® Daytona Coupe™. For a classic vehicle, this baby has loads of power and very responsive handling, but suffers from extremely poor braking. You've got to show some restraint if you want to keep her looking shiny and new—avoid traveling at reckless speeds and brake early whenever you notice potential danger ahead. Be especially wary of intersections while navigating the city streets during the first few miles of the course—watch for red lights and slow down when there's traffic in front of you. Once you're out of the city, you face several long, winding, divided highways—continue to keep your speed in check and slow down as you approach the nastier twists and turns.

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Ryan



Zoom: 2X

Starting Location:
Waipahu (G-6)
Vehicle Provided: Ford
Mustang GT-R Concept
Length: 14.7 miles
Maximum Reward: \$90,000

This Vehicle Transport challenge lets you cruise in a locked Group D vehicle—the Ford Mustang GT-R Concept. Be careful of cross traffic at the intersections you encounter during the first mile or so of this long course, particularly when cutting through against red lights. Pay close attention to your route indicators and GPS map when navigating the network of highways and freeways that follow. You eventually merge onto a wide three-lane freeway, which takes you most of the way to your destination—keep your distance from traffic, accelerate in short bursts to maintain a controlled velocity, and try not to speed much faster than 130 mph, as the Ford Mustang GT-R Concept's handling becomes largely unresponsive when you go any faster. You can grind against the freeway's outer concrete walls without being penalized, so use this to your advantage as often as necessary.

Samuel



Zoom: 1X

Starting Location:
Mokule'ia (D-3)
Vehicle Provided: Pontiac®
Firebird™
Length: 20.4 miles
Maximum Reward: \$99,999

This 20-mile Vehicle Transport challenge is the second-longest in the game, and although it's sure to test your endurance, it's one of the easier events to clear. Here you drive the Pontiac® Firebird™—an old-school Group G vehicle that can't do much over 120 mph—so don't expect to reach your destination in a hurry. From the starting point, carefully veer into the right breakdown lane and then gun it to pass the first few miles of same-way traffic with ease. Slow down when you begin to encounter curves and road undulation, and time your passes with greater care. The course is most treacherous around the wide corner you encounter about one-third of the way through—exercise extreme caution through this region and pass traffic only when you're sure it's safe to do so. The road eventually straightens out and becomes more manageable, so return to the right breakdown lane and step on it.

Sean



Zoom: 1X

Starting Location:
Punalu'u (D-9)
Vehicle Provided: Lamborghini
Miura P400SV
Length: 12.0 miles
Maximum Reward: \$90,000

This challenge's course runs north along Oahu's beautiful eastern shore. Try not to let your eyes wander too much, though—you've got to pay close attention to the road on this narrow, winding route. Your vehicle for this event is the Lamborghini Miura P400SV—a fast classic that has outstanding handling for a Group G vehicle. It's no Enzo Ferrari however, so keep your speed within reason, time your passes with care, and don't take any unnecessary risks as you cruise toward the finish.



Multiplayer

Key Locations (Online)

Here we provide overviews and tables that disclose everything you need to know about the two types of online-only Key Locations: clubs and drive-ins. Read on to learn all the neat things you can do at these unique locations.

NOTE

Find information about the many Key Locations that can be visited while playing offline (car and bike showrooms, high-end tuners, real estate agencies, etc.) in the "Key Locations (Offline)" portion of this guide.

Clubs

Clubs are online-only Key Locations that allow friendly players to come together, providing a deeper sense of community in the online game. You may create or join a club at any time, but you cannot belong to more than one club at a time. When playing online, visit a club by driving to it or using the map to warp there. (You can only warp to clubs you've previously visited.)

Creating a Club



It costs serious money to create a club, so be sure you've got some capital to invest. Each club on the island has its own creation cost, and some clubs are far more expensive

to create than others. When you visit a club, the cost to house your club there is shown at the right side of the screen. If the price seems right, highlight the Create menu tab and press **A** to begin the club creation process.

NOTE

There's no in-game difference between cheap clubs and expensive ones—the pricey ones just look nicer.



Creating a Club

There are five easy steps to creating a club:

1. Give your club a name using the virtual keyboard. Try to think of something fitting and unique!
2. Set the minimum level requirement players must meet to join your club. Players who haven't reached this level can't join your club. Leave this set to Rookie (one ribbon) to allow players of any level to join.
3. Set the Xbox Live reputation requirement players must meet to join your club. This helps you block players who've earned bad reputations over Xbox Live.
4. Use the virtual keyboard and type a brief description of your club. This is purely optional.
5. Confirm all of your choices and create the club. The club's creation cost is then deducted from your bankroll.

Voilà! You've just created your own, special club. You may now ask players in your profile's friends list to join your club so you can all play together and compete in exciting inter- and intra-club challenges. (See the following "Clubbin'" section for details on everything you can do at your club.)

NOTE

You cannot create a club if you already belong to one—you must first quit your current club.

Joining a Club

If you don't have enough cash to create a club of your own, you can join a club instead. There are two ways to join an existing club: Either visit a club and choose the Join option, or accept an invitation to join one of your friends' clubs.

The most direct way to join a club is to visit one, highlight the Join menu tab, and then press **A**. A list appears, showing the names of all your profile's friends. Names in red text



Joining a club

indicate friends of yours who do not belong to clubs, while names in white are your friends who do. Highlight one of your friends in white text in the list and press **A** to send a message asking him or her to invite you to the club. Your friend will receive your message after a short while and can choose to either accept or decline your request.

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Being invited to join a friend's club is a common occurrence when playing online. Club invitations are sent to your *Test Drive Unlimited* message box, which you may access from any of your homes on the island. (While at home, choose the Info menu tab, then choose the News menu tab, then scroll through your messages to find your club invites.) When viewing an invitation to join a friend's club, press **A** to make your response—choose Yes to accept the invitation or No to decline and remain club-free.



TDU News: Club invite!

Clubbin'

Once you've created or joined a club, you can hang out at your club as often as you like. Your club's icon appears green on the island map—travel there to hang out with your fellow club-mates and participate in special club-related events.

When visiting your club, use the four menu tabs at the top of the screen to perform a variety of club-related actions. Here's a brief description of each menu tab:

Inter-Club: Host or join club vs. club challenges. Take on other clubs and see whose club holds the top racers in the world!

Intra-Club: Host or join challenges in which you play against your club-mates. See who's the best driver in your club and practice your skills for upcoming intra-club events!

Rankings: View your club's statistics. See how well your club has performed in club-related events.

Manage: View a variety of management options. Many of these options are available only to the club's president (the player who created the club).

The following table reveals the location of every club on the island, including how much it costs to create a club at each one.

Clubs	
Location	Create Cost
Ala Moana (I-9)	\$350,000
Aliamanu (H-8)	\$500,000
Bellows Field (H-12)	\$750,000
Diamond Head Beach (J-10)	\$250,000
Kahuku (B-7)	\$750,000
Kualoa Park (E-9)	\$500,000
Makiki (I-9)	\$250,000
Maunaloa (I-12)	\$750,000
Milliani (F-6)	\$250,000
Mokule'ia (D-4)	\$750,000
Palolo (I-10)	\$250,000
Wai'anae (F-3)	\$500,000
Waimanalo (H-12)	\$500,000

Drive-Ins



Drive-ins allow players to share the single-player challenges they've created in Editor mode with other players in the game's online community. Visit any drive-in to view a complete

list of the single-player challenges that have been created and shared by other players, or to transfer your own custom challenges and share them with the *TDU* community over Xbox Live.

NOTE

You must advance to the Pro level to gain access to Editor mode. See the "Gameplay Overview" portion of this guide for details on level advancement and information on how to create challenges in Editor mode.

Playing Challenges



Visit a drive-in, highlight the Single Player menu tab, and press **A** to call up the current list of single-player challenges that have been created and shared by other players in

the game's online community. Each challenge's entry fee and reward are shown in the list, as well as the amount of time that's left before the challenge is removed from the list. (All user-created challenges have a certain "shelf life"—see the following "Sharing Challenges" section for details.) Highlight challenges that seem interesting and press **Y** to call up more information on them. When you've found a challenge that suits your tastes, press **A** to advance to its Challenge Setup menu.

TIP

Player-created single-player challenges can be phenomenal ways of earning lots of fast cash—look for ones that feature large cash payouts and low entry fees.



Sharing Challenges

Sharing the custom single-player challenges you've created in Editor mode couldn't be easier. Highlight the drive-in's My Challenges menu tab and press **A** to call up a list of all the challenges you've made. Highlight the challenge you wish to share and press **A** to transfer it over Xbox Live. Before the challenge is transferred, you're given the option to adjust its entry fee and reward, and also to determine how many days the challenge will remain online and available for players to try.



NOTE

You can only share one of your challenges at a time. Once a player participates in a challenge you've shared, you cannot withdraw the challenge until its "shelf life" duration expires.

NOTE

Players who beat your custom challenges earn 90 percent of the combined total of all reward money and entry fees. This amount is automatically deducted from your bankroll the moment the player beats your event. The other 10 percent of the winnings go into your pocket.

The following list reveals the location of every drive-in on the island:

- Aina Haina (I-11)
- Ala Moana (I-9)
- Ala Wai Golf (I-10)
- Aliamanu (H-8)
- Barbers Point Golf (I-6)
- Dowsett Highlands (H-10)
- Hauula (C-8)
- Huliwai (G-5)
- Kahala (J-10)
- Kahe Point (H-4)
- Kahuku (A-7)
- Kahuku Point (A-7)
- Kalama Valley (I-13)
- Kalihi Valley (H-9)
- Kamananui (D-5)
- Kane'ohe (G-10)
- Kane'ohe (G-10)
- Kapahulu (J-10)
- Kelekole Pass (E-4)
- Mililani (F-6)
- Mokule'ia (D-4)
- Pa'a La'a Uka (D-5)
- Palolo (I-10)
- Portlock (I-12)
- Punalu'u (E-9)
- Pu'uloa (I-7)
- Wai'anae (G-3)
- Wai'anae Kai (F-3)
- Wai'anae Kai (F-4)
- Waimanalo (H-12)
- Waimea Bay (C-5)

Challenges (Online)

While online multiplayer challenges are similar to their offline, single-player cousins, they differ in a few important ways. First, multiplayer challenges feature no preset challenge levels or vehicle restrictions—you can join or host any of this game's 98 multiplayer challenges at any point in your career using whichever vehicle you like. Second, you don't win cash rewards from multiplayer challenges—these tests of skill exist solely for the purpose of bragging rights.

Joining a Multiplayer Challenge



Browsing for challenges

Joining an existing multiplayer challenge couldn't be easier. When playing online, simply browse the island map to find a multiplayer challenge that features one or more online games. (The

information panel at the right side of the map screen tells you the number of online games that are currently in progress for each multiplayer challenge.) Once you've found a suitable challenge, press **A** to "warp" to the challenge and visit its setup menu.

NOTE

Though all 98 multiplayer challenges are shown on the map at the start of the game, you may only warp to the ones you've visited.



Challenge Setup menu

At the Challenge Setup menu, highlight either the Quick Match or Custom Match menu tab and press **A**. You're then asked which type of game you wish to join: a Player Match or a Ranked Match. Refer to the following sidebar for details, then make your choice to advance and view the list of games that match your current online preferences. Highlight whichever game seems best suited to your skills and press **A** to add yourself to its lineup of competitors.

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Online Preferences

Online preferences allow you to filter out games that don't interest you based on their rules.

Press **X** at the Challenge

Setup menu to view

and modify your online

preferences. Here are your options:



Online preferences

All World Challenges: Enable this option to scan for matches throughout the world. Disable it to filter out games that are being hosted from afar.

Filter on Current Vehicle: Enable this option to filter out all matches that don't allow your current vehicle to play.

Deactivate Player-On-Player Collisions: Enable this option to filter out all events that allow for player-on-player collisions.

TIP

If you're not getting many match results, try tweaking your online preferences to scan for a broader range of games.

Player Matches vs. Ranked Matches

Each time you join or host a multiplayer challenge, you're asked to join/host either a Player Match or a Ranked Match. Player Matches are "for the heck of it" events—history does not record their outcomes. Choose to play a Ranked Match if you want the results of the event to be made public to all and see how well you stack up against the best racers in the world.

Hosting a Multiplayer Challenge

Hosting multiplayer matches lets you edit their rules to create the desired racing experience. The process is a bit more complicated than joining a challenge, but not much. Begin by highlighting the Challenge Setup menu's Custom Match tab, then press **A**. Choose to host either a Player Match or Ranked Match (see the sidebar for details), then press **A** to advance to the list of games that match your online preferences. Highlight the Create Game option at the top of the list and press **A** to advance to the rules screen.

The rules screen offers a broad range of options. Tweak these options to tailor the event to your liking, then press **A** to confirm your choices and broadcast the game for others to join. The following list details each option:



Rules screen

Type of Vehicle: Choose to restrict competitors to cars or bikes only, or allow for both.

Vehicle Specifications: Restrict players' vehicular options by make, model, or group.

Minimum/Maximum Player Levels: Restrict players who have advanced to a certain level. (These options are available only for Ranked Matches.)

No. of Players: Decide how many players can join the game. (At least two players must join to begin the match.)

Driving Gauge: Enable this option to play with a set number of driving points. Driving points are designed to penalize collisions and prevent players from leaving the road.

Deactivate Player-On-Player Collisions: Enable this option to prevent players from ramming into each other—players will pass through each other instead.

Set Driving Aid: Determine what level of driving aid will be in play during the event.

Private Session: Enable this option to prevent random players from joining your challenge. Instead, only your friends are able to participate in the event. (You must press the Xbox Guide button, access your profile's friends list, and then manually invite your friends to have them join you.)

MP Challenge Logos

We've placed logos next to each challenge's overview section to highlight its larger aspects. Here's what each logo represents:



This logo warns you that the event features pedestrian traffic. Accidents can and will occur!

Multiplayer Races

The rules are simple in a multiplayer Race challenge: Anything goes, and the first player to cross the finish line wins! The following table reveals the basics of all 75 multiplayer Race challenges in the game—refer to their overview sections for more details.

500 HP of Happiness



Zoom: 3X

Starting Location: Pearl Harbor (H-7)

Length: 5.9 miles (over 2 laps)

Checkpoints: 19 (over 2 laps)

This three-mile circuit features a high number of sharp corners, many of which are preceded by short straights. Brake for each hard turn and round them properly to achieve fast exit velocities. Go off-road on the inside to cut corners, such as the ones you encounter between checkpoints 5 and 6—but watch out for streetlights!

An Angry Mob



Zoom: 1X

Starting Location:
Kea'au (E-2)
Length: 11.1 miles
Checkpoints: 6

This course runs along Oahu's western shore. Its long straights make it ideal for fast, high-end vehicles—the faster, the better. Many of its gradual bends can be rounded at top speed—learn to recognize the ones that can't to gain an advantage here.

Champion Class



Zoom: 3X

Starting Location:
Barber Point (I-4)
Length: 6.5 miles (over 3 laps)
Checkpoints: 16 (over 3 laps)

Ready to practice left turns? This flat, rectangular speedway features four good-size straights separated by four sharp corners. Master rounding each turn, achieving maximum exit velocities out of each one to outrace your rivals here.

Angle of Attack



Zoom: 1X

Starting Location:
Ho'ae'ae (G-6)
Length: 27.6 miles
Checkpoints: 2

It's a good thing there are no cops or pedestrian vehicles on the road during this challenge—you travel against traffic most of the way! This giant course primarily features long straights that are broken up by tricky turns and merges. Keep an eye out for road signs and route indicators, and check your GPS often to avoid being caught off-guard.

Come and Slide With Me



Zoom: 2X

Starting Location:
Hauula (C-8)
Length: 7.9 miles (over 2 laps)
Checkpoints: 17 (over 2 laps)

This medium-size circuit begins with a somewhat winding uphill trek—vehicles with good handling have the advantage through here. The nasty S-curve between checkpoints 4 and 5 deserves special care, as does the hard right turn that follows shortly afterward. You can cut the inside of the more gradual S-curve between checkpoints 6 and 7.

Breaking Point



Zoom: 2X

Starting Location:
Maunawili Falls (F-9)
Length: 4.2 miles
Checkpoints: 13

This treacherous, medium-size course features lots of dips and rises, and plenty of twists and turns. Be careful of spinouts when racing high-performance vehicles here. Cornering skills and proper handling technique are of the utmost importance. Remember: Practice makes perfect!

Conquest of the West



Zoom: 1X

Starting Location:
Halawa Heights (H-8)
Length: 12.1 miles
Checkpoints: 6

The vast majority of this wide, long course was built for speed, so if you're playing under a vehicle group restriction, use the fastest one possible. You encounter a few tricky corners before and after the tunnels beyond checkpoint 4—slow down and treat them with respect, especially when racing high-performance vehicles that lack stellar handling. Use caution when launching off the rises you encounter after exiting the second tunnel and slow down for those that precede bends in the road.

Crossroads



Zoom: 2X

Starting Location:
Kapolei (G-6)
Length: 2.8 miles
Checkpoints: 4

This short course begins with a long straight that eventually thrusts you into a series of dangerous S-curves. Slow down for the curves and focus on achieving high exit velocities out of them. The course straightens out after you round the bend and pass through checkpoint 3, but don't become overconfident. Slow down as you approach the final elevated S-curve and navigate it with skill, again focusing on an exit speed that will propel you across the finish line in first place.

Cute Little Hill



Zoom: 3X

Starting Location:
Mililani (F-6)
Length: 2.7 miles (over 3 laps)
Checkpoints: 10 (over 3 laps)

Though the roads here are flat, this tiny circuit features numerous curves and sharp corners—straights are short and scarce. Acceleration, handling, and braking are the necessary stats for vehicles racing on this tight speedway. Try to maintain good speed through each turn.

Descent of the Fergus



Zoom: 2X

Starting Location:
Kawailoa (D-6)
Length: 4.6 miles
Checkpoints: 11

This challenge is just nasty from start to finish. Its winding course throws you into numerous sharp, blind corners, and it features loads of road undulation. Race a vehicle with good acceleration and handling to help you conquer and muscle out of every twist and turn.

Divide to Rule



Zoom: 4X

Starting Location:
Oahu Golf (A-6)
Length: 1.1 miles (over 5 laps)
Checkpoints: 26 (over 5 laps)

This itty-bitty course is one of the game's smallest. Tiny straights lead into sharp left turns on this tight circuit. Top speed is irrelevant on such a minuscule raceway, so pick a vehicle that has good acceleration and handling instead.

Emergency Braking



Zoom: 3X

Starting Location:
Kahalu'u (F-9)
Length: 2.9 miles
Checkpoints: 10

This narrow, winding course has plenty of twists and turns, and a good deal of road undulation to boot. It's short enough to memorize, so take a few trial runs and learn how to navigate its trickier parts.

Expert Race



Zoom: 3X

Starting Location:
Maunalani (I-10)
Length: 2.7 miles
Checkpoints: 12

Rookies, beware: This aptly named race is not meant for the uninitiated! Its short but torturous course winds uphill and then down, tossing you from one sharp, sloping corner into the next, and generally making it a chore just to remain on the road. Slow and steady wins this race—ignore top speed when looking for vehicles to drive here.

Grand Tantalus



Zoom: 2X

Starting Location:
Maunalani (I-10)
Length: 3.9 miles
Checkpoints: 18

This intimidating challenge isn't meant for newcomers. Its winding, tumultuous course practically bucks you off the road at each corner, forcing you to slow down and race with your head. Even veteran racers will want to take a few test runs before competing here!

King of Orientation



Zoom: 2X

Starting Location:
Honouliuli (H-5)
Length: 4.4 miles
Checkpoints: 4

This good-size course features lots of straights, numerous wide corners, and gradual elevation changes. Practice executing controlled drifts to round the long corners you encounter here with speed and stability.

Impossible Arcs



Zoom: 3X

Starting Location:
Aliamanu (H-8)
Length: 7.4 miles (over 3 laps)
Checkpoints: 16 (over 3 laps)

This wide raceway features numerous short straights separated by several nasty corners. The first S-curve you encounter requires special attention on each lap, as does the wide hairpin that follows. Push the limits around course's less-drastic curves to trim several seconds off your lap times.

May the Best Man Win



Zoom: 3X

Starting Location:
Oahu Raceway (I-7)
Length: 11.0 miles
(over 2 laps)
Checkpoints: 21 (over 2 laps)

This locked challenge is one of two that take place at the Oahu Raceway. Its good-size circuit features long straights intermixed with clusters of sharp turns. Fast, high-performance vehicles with solid handling have the advantage here.

NOTE

You must complete a certain achievement to unlock this multiplayer challenge. See the "Unlockables and Secrets" portion of this guide for details.

It's the Driving That Counts



Zoom: 3X

Starting Location:
Wahiawa (E-6)
Length: 10.6 miles
(over 10 laps)
Checkpoints: 41 (over 10 laps)

This tight circuit features two long straights and four hard right turns. The turns come in pairs, so exit the first in preparation for the second. When driving points are not a factor, take a risky shortcut by making a hard right and going off-road between two buildings just after crossing the start line. Cut through the brush, dodging trees as you dash for the parallel straight. Return to the road just in front of checkpoint 2, then speed through the checkpoint and continue the rest of the course as normal. Repeat this shortcut on each subsequent lap to achieve the lowest lap times.

Near Future



Zoom: 3X

Starting Location:
Mokuleia Beach (D-3)
Length: 1.0 miles
Checkpoints: 2

Built to inspire drag races, this course is nothing more than one long straight that features a few very minor, barely noticeable curves. A test run reveals the ideal racing line for this event—follow it to gain an advantage. Acceleration and top speed are what matter when choosing a vehicle to race here.

Only One Will Come Through



Zoom: 2X

Starting Location:
Milliani (F-7)
Length: 3.2 miles
Checkpoints: 6

Here's a short challenge that starts off easy but becomes a bit thornier toward its end. While the first half of the course is little more than one long straight, the second half features steep changes in track elevation and several tough corners. Those who learn to properly navigate this course's last few turns often come out on top—practice rounding each one so that you exit in position to round the next.

Palm Grove Track



Zoom: 2X

Starting Location:
Bellows Field (H-12)
Length: 11.4 miles
(over 2 laps)
Checkpoints: 15 (over 2 laps)

This long challenge is set on a good-size circuit, part of which runs along Oahu's beautiful eastern shoreline. The majority of the course runs through the neighboring hills and valleys though, making this one of the more treacherous multiplayer circuits to race. Many of its curves are gradual enough to be rounded at high speed, but several sharper corners must be approached with more caution.

Pitfall Path



Zoom: 2X

Starting Location:
Kawailoa (B-5)
Length: 6.8 miles
Checkpoints: 15

Don't be fooled by this course's first few straights—you'll have navigated a seemingly endless succession of steep hills and tight, blind turns by the time you reach the halfway point. Acceleration and handling are of the utmost importance here, though too much low-end torque will have you struggling against spinouts around each corner and curve.

Precious Time



Zoom: 2X

Starting Location:
Maunawili Valley (H-11)
Length: 6.2 miles
Checkpoints: 8

This challenge's long, wide course takes you on a journey through a lush, mountainous portion of the island. The broad hairpin you encounter early on requires special attention—round it with skill or you'll be playing catch-up for most of the race. Be careful when navigating the hills and dips in the track that follow after the tunnel—some of them lead into dangerous blind curves. Vehicles with high top-end power gain a serious advantage during the second half of the course—the road straightens out, allowing you to floor it and reach top speed.

Pumpin' Adrenalin



Zoom: 4X

Starting Location:
Makakilo (I-5)
Length: 3.6 miles (over 5 laps)
Checkpoints: 26 (over 5 laps)

Here's a five-lap challenge set at a tiny raceway that features just two straights and two tight hairpins. While anyone can floor it down the straights, those who can round the hairpins with speed and consistency will have the advantage here. Practice braking and steering hard into the hairpins, making minor adjustments to maintain a controlled drift around them. Take a few test runs and practice following the racing line to gain a feel for how you should be approaching and rounding the turns.



Razor's Edge

Zoom: 3X

Starting Location:
Diamond Head (J-10)
Length: 3.9 miles (over 3 laps)
Checkpoints: 13 (over 3 laps)

Assume the worst when approaching one of this circuit's corners—most of them are quite sharp, and even the ones that seem gradual lead into others that aren't. The course is more or less flat however, making this a good place to practice (or show off) your cornering skills. Vehicles with good acceleration and handling excel here.

Ride in Makaha

Zoom: 2X

Starting Location:
Makua (E-2)
Length: 2.5 miles
Checkpoints: 3

This challenge's short course starts out with an easy straight that throws only a few minor curves at you—follow the racing line to breeze through this stretch as fast as possible. Be ready to hit the brakes, though—you must navigate a series of three nasty turns near checkpoint 2. The remainder of the course winds uphill and features several tricky turns—push for speed but maintain control at all times.

Ride in Ka'ena Point

Zoom: 3X

Starting Location:
Kahalu'u (F-9)
Length: 2.9 miles (over 2 laps)
Checkpoints: 15 (over 2 laps)

This relatively short circuit features several twists and a number of sharp corners, including one very nasty hairpin. A fair amount of road undulation makes this a challenging course to master. It's short enough to memorize, so take your time and practice at getting the most speed out of each turn.

Ride in Pearl City

Zoom: 1X

Starting Location:
Waipahu (G-7)
Length: 5.4 miles
Checkpoints: 8

Here's a good-size stretch of freeway that's built for speed. Be sure to use the fastest vehicle you're allowed to race at events held here. The course features varying degrees of elevation changes, but these dips and rises only lead to problems near the beginning and end of the track. Most corners are more like long, gradual bends—floor it and follow the racing line to motor through each one as fast as possible.

Ride in Ka'ena Point

Zoom: 1X

Starting Location:
Ka'ena Point (D-1)
Length: 9.3 miles
Checkpoints: 6

This long course runs along Oahu's northwestern shore. The road is treacherous at first, featuring lots of dips and rises that lead into dangerous blind curves. It eventually straightens out after you round the wide left corner near the lighthouse—take advantage of the breakdown lanes to help you dodge traffic.

Ride in Pearl Harbor

Zoom: 1X

Starting Location:
Pearl Harbor (G-7)
Length: 11.1 miles
Checkpoints: 2

This challenge's long course runs south from a rural area near the middle of the island, eventually leading into a more urban environment. While there are some sharp turns and thorny merges, the plentiful amount of wide, long straights gives vehicles with high top speeds a clear advantage. Watch out for the humps in the road you encounter shortly after you begin to head the wrong way down a three-lane highway—many of them lead into gradual curves and you'll crash off-road if you catch too much air off them.

Ride in Waikiki



Zoom: 2X

Starting Location:
Ala Wai Golf (J-10)
Length: 9.5 miles (over 3 laps)
Checkpoints: 22 (over 3 laps)

Here's a good-size circuit that features two giant straights, one nasty hairpin, and a few sharp turns. Vehicles with high top speeds will gain several seconds on their slower competitors when bombing down this raceway's long, flat straights, while racers who are adept at cornering will outperform their unschooled rivals around the trickier corners.

Route for Take-Off



Zoom: 3X

Starting Location:
Honolulu Airport (H-8)
Length: 3.7 miles
Checkpoints: 9

Any course that begins with a sharp uphill corner and immediately follows up with a tight hairpin is bound to scare off those who don't enjoy a challenge. This unique route runs near Honolulu's airport, and although the road flattens out after the hairpin, its corners don't become any easier. Numerous short straights provide opportunities for you to pick up speed, only to thrust you into tight corners that require you to slam on the brakes. Vehicles with good acceleration, handling, and braking will fare better than others here.

Speed, Control, and Style



Zoom: 3X

Starting Location:
Kaneohe (G-10)
Length: 2.6 miles
Checkpoints: 6

Be wary of this tumultuous track's corners and curves—many are preceded by dips or rises in the road, some of which are difficult to notice until you hit them with too much speed. The course is short enough to allow for intimate familiarity, so take a few test runs and practice navigating through its most troublesome spots.

Speedo Maxout



Zoom: 1X

Starting Location:
Makakilo (H-5)
Length: 15.2 miles
Checkpoints: 12

The name says it all—the first half of this course is a huge, curvy stretch of freeway, so look for top-end power when considering which vehicle to race here. The merge you encounter just beyond checkpoint 8 is perhaps the trickiest part of this course, but don't brake for it too hard—learn to cut through at high speed by feathering the gas and making minor steering adjustments.

Terror of the Void



Zoom: 2X

Starting Location:
Kualoa Park (E-9)
Length: 4.1 miles
Checkpoints: 5

This relatively short course features several bumpy, curvy stretches that are tough to handle at extreme speeds. Feather the gas when navigating these portions in high-performance vehicles.

The Big Loop



Zoom: 2X

Starting Location:
Kalaeloa Airport (I-5)
Length: 16.1 miles (over 3 laps)
Checkpoints: 31 (over 3 laps)

This large circuit features a narrow track with several long straights and a few very nasty turns. The very first corner you encounter is particularly brutal—slow down as you make your approach or you risk sliding off-road and missing its checkpoint. Fast vehicles with good handling are perfect for this giant raceway.

The Diamond Head Race



Zoom: 2X

Starting Location:
Kahala (J-10)
Length: 3.2 miles
Checkpoints: 8

The presence of traffic on this winding, tumultuous course means luck plays a big role in your success here. Do your best to avoid traffic and be wary of blind hills and corners. Above all else, strive to remain on the pavement to avoid missing any checkpoints.

The Hickam Village Race



Zoom: 3X

Starting Location:
Aliamanu (H-8)
Length: 3.6 miles (over 3 laps)
Checkpoints: 13 (over 3 laps)

This tight speedway features one gradual curve and three sharp corners that you must round with care. The straights are too short for top speed to become a factor here, so choose vehicles that have good handling, powerful acceleration, and strong, reliable braking instead.

The Edge of the World



Zoom: 2X

Starting Location:
Kamalanui (D-4)
Length: 25.4 miles
(over 2 laps)
Checkpoints: 25 (over 2 laps)

This gigantic circuit has it all: sharp corners, long straights, hairpin turns, road undulation—the works. To make matters worse, the entire raceway is also set on a narrow, two-lane road. Equip yourself with a fast vehicle that has good handling and excellent braking to gain an advantage on this hellacious circuit.

The Honolulu Airport Race



Zoom: 2X

Starting Location:
Honolulu Airport (H-8)
Length: 3.9 miles
Checkpoints: 7

Here's an exciting course that begins at the airport near Honolulu. The track is largely flat but features lots of sharp corners and curvy straights—keep an eye on your GPS to avoid being caught off-guard. Choose a vehicle with tight handling and good acceleration so you can power through every bend.

The Hawaii Kai Golf Race



Zoom: 2X

Starting Location:
Koko Head Park (J-12)
Length: 2.0 miles
Checkpoints: 5

Here's a short, scenic dash through southeastern Oahu. After sending you through a steep uphill corner, the course steadily winds downhill, occasionally dipping downward and then casting you into a dangerous curve. Watch your speed when traveling downhill and floor it during the final stretch when the road flattens out and becomes less winding.

The Hoodlum



Zoom: 2X

Starting Location:
Wai'anae (F-3)
Length: 5.1 miles
Checkpoints: 5

This medium-size run takes you through a flat, desolate area of the island's arid western half. Brake hard for the sharp corners you encounter just before reaching checkpoints 2, 3, and 4. Focus on achieving maximum exit velocity out of the course's last turn to enter its final straight with a full head of steam.

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The Ka'ena Point Race



Zoom: 2X

Starting Location:
Ka'ena Point (D-1)
Length: 4.5 miles
Checkpoints: 5

Here's a relatively short run along Oahu's northwestern shoreline. The road is treacherous throughout the first few miles, throwing lots of road undulation and blind curves at you. It eventually flattens out and becomes a bit less winding after you round the hazardous right corner near the lighthouse, so don't lose heart if you're trailing near the rear of the pack—a bad collision can upset anyone's lead and move you into first place in an instant.

The Kailua Beach Race



Zoom: 2X

Starting Location:
Lanikai (G-12)
Length: 3.7 miles
Checkpoints: 6

Watch out for traffic on this narrow, winding course—just one bad wreck can throw off your whole race! Use the breakdown lanes when bombing down the longer straights and don't be afraid to ease off the gas to maintain control and avoid potentially hazardous collisions. Slow down before motoring up the hill you encounter halfway between checkpoints 3 and 4—if you hit this rise too fast, you'll fly off the track and miss the corner that follows.

The Kapalama Race



Zoom: 2X

Starting Location:
Makiki (I-10)
Length: 3.7 miles
Checkpoints: 7

This relatively short course doesn't throw many sharp corners at you, but the copious amount of road undulation makes a danger out of every twist and turn. Many of this course's dips and rises send you sailing into gradual curves that would be easy to round in a level environment, so slow down and treat them with more respect than you normally would.

The Kawaiiloa Race



Zoom: 2X

Starting Location:
Kawaiiloa (D-5)
Length: 22.5 miles
(over 2 laps)
Checkpoints: 17 (over 2 laps)

Here's a massive circuit that features every obstacle you could imagine: Sharp corners, hairpin turns, and severe amounts of road undulation. The entire course is set on a narrow, two-lane road, which leaves you with very little room for error. Be sure to choose a fast, versatile vehicle that can get you through tough corners and reach high speeds down the course's longer straights.

The Keauva 'ula Race



Zoom: 3X

Starting Location:
Makua (D-2)
Length: 4.2 miles (over 3 laps)
Checkpoints: 22 (over 3 laps)

This short, level speedway runs along Oahu's stunning western shore. It features two narrow straights connected by two tight hairpin turns. Take a few test runs and practice racing this circuit until you master the hairpins. Use a vehicle with high acceleration and solid braking to help you slow down for the hairpins and then quickly power out of them.

The Kelekole Pass Race



Zoom: 2X

Starting Location: Schofield Barracks (E-4)
Length: 5.7 miles
Checkpoints: 6

This hellacious course winds up a steep, arid mountain pass on the island's western side. The majority of this narrow, unforgiving track is extremely treacherous, sending you uphill and back down, tossing you from one blind turn into the next, and generally doing its best to make you press at least once every 10 seconds. Take advantage of the relatively straight initial stretch, because the course becomes extremely challenging the instant you pass through checkpoint 2. What follows is a route so hazardous, it can truly be said to separate the men from the boys.

The Kualoa Park Race



Zoom: 2X

Starting Location:
Cemetery (F-9)
Length: 3.5 miles
Checkpoints: 5

Here's a challenge that's not meant for the faint of heart. Its narrow, winding course features lots of steep drops and steady rises, many of which conceal sharp corners that can easily catch the unwary off-guard. Pay attention to route indicators and glance at your GPS map often to maintain your bearings, but don't take your eyes off the road for long—traffic is an ever-present danger here!

The La'ie Race



Zoom: 2X

Starting Location:
Hauula (C-B)
Length: 4.2 miles
Checkpoints: 5

Though flat and even, this challenge's course is very narrow and features a host of tight turns. Break for each sharp corner and focus on attaining high exit velocities. There are several good-size straights, so a versatile vehicle with particularly strong acceleration, braking, and handling will serve you best here.

The Legendary Record



Zoom: 3X

Starting Location:
Oahu Raceway (I-7)
Length: 11.0 miles
(over 2 laps)
Checkpoints: 21 (over 2 laps)

This locked challenge is one of two that take place at the Oahu Raceway. Its good-size circuit features long straights intermixed with clusters of sharp turns. Fast, high-performance vehicles with solid handling have the advantage here.

NOTE

You must complete a certain achievement to unlock this multiplayer challenge. See the "Unlockables and Secrets" portion of this guide for details.

The Little Challenge



Zoom: 2X

Starting Location:
Kualoa Park (E-9)
Length: 4.4 miles
Checkpoints: 12

Here's a relatively short but challenging run along Oahu's scenic eastern shore. Slow down as you approach the rise in the track shortly after passing through checkpoint 4—the road bends to the right at the top of the rise and you'll fly off-road if you don't watch your speed. The course becomes much more difficult to navigate after you pass through checkpoint 6, throwing you into lots of sharp corners and hairpin turns. Be prepared for a fair amount of road undulation past checkpoint 10!

The Longest Hairpin



Zoom: 3X

Starting Location:
Wai'anae Kai (G-3)
Length: 11.2 miles
(over 5 laps)
Checkpoints: 21 (over 5 laps)

This good-size circuit gets its name from the tight hairpin turn you must navigate just before reaching checkpoint 3 (and on each subsequent lap). Don't let its name fool you, however—vehicles with high top speeds have the advantage here due to the circuit's long, flat straights. Break hard for each sharp corner and do your best to exit each one with lots of momentum—this helps carry you into the long straights that follow at maximum speed.

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The Makaha Race



Zoom: 2X

Starting Location:
Makaha (F-2)
Length: 8.4 miles (over 2 laps)
Checkpoints: 11 (over 2 laps)

Here's another good-sized speedway that features long straights broken up by sharp S-curves and turns. The circuit is most troublesome between checkpoints 3 and 4, where you must navigate several wide hairpins and also maintain control as you sail over a few sudden rises and falls in the track. This is an ideal circuit for those seeking an intermediate-level challenge.

The Makapu's Beach Race



Zoom: 1X

Starting Location:
Makapu'u Beach (I-13)
Length: 121.2 miles
Checkpoints: 8

This is it: The granddaddy of all multiplayer Race challenges! This epic 121.2-mile run takes you on a scenic journey along the island's circumference. It's got it all: huge straights, sharp corners, nasty hairpin turns, sudden elevation changes—the works! There's no traffic to worry about, so look to your GPS map often—this helps you prepare for upcoming corners and avoid being caught off-guard by unexpected turns. Though treacherous at times, the course also features plenty of long straights, so pick the fastest vehicle you're allowed to race at events held here—just make sure you're comfortable driving that vehicle in any environment. No matter how talented you are, this challenge pushes your racing skill and endurance to their limits!

The Mokuleia Beach Race



Zoom: 1X

Starting Location:
Mokuleia Beach (D-2)
Length: 44.7 miles
Checkpoints: 2

This challenge's massive course stretches from Oahu's northwestern tip all the way down to its southeastern shore. While several thorny areas feature sudden elevation changes and nasty corners, the vast majority of this long trek is more or less straight and even—this gives a clear advantage to vehicles with high top speeds. Keep your wits about you and check your GPS map often while bombing down the course's lengthy straights—sharp corners can easily surprise you. This challenge is as much a test of endurance as it is of driving skill, so don't lose heart if you make a few early mistakes—stay focused and keep your eyes on the prize.

The Makapu's Point Race



Zoom: 4X

Starting Location:
Makapu'u Beach (I-13)
Length: Varies
Checkpoints: Varies

This unique multiplayer Race challenge features the eliminator rule—whoever is racing in last position gets knocked out when the race leader crosses the circuit's start/finish line. This causes the pack to steadily dwindle until only one racer remains. The number of laps you must complete around the tiny circuit is based on the number of competitors—you can race anywhere from one lap (if there are only two entrants) to seven (if the event fills up with the maximum of eight competitors). You spend most of this challenge powering through corners, so look for acceleration and handling when considering vehicles to race here.

The Manalua Bay Race



Zoom: 2X

Starting Location:
Aina Haina (I-11)
Length: 2.3 miles
Checkpoints: 6

This short dash along Oahu's southern shoreline is basically just a flat, two-mile straight with a few gradual bends, which makes for some very fast-paced races. Choose a vehicle with exceptional top speed and acceleration, then take a few test runs to discover the ideal racing line for the course. Approaching each curve from the most advantageous angle helps you push the envelope around each one and achieve the lowest race times.

The Nanakuli Race



Zoom: 4X

Starting Location:
Wai'anae (G-3)
Length: 3.4 miles (over 3 laps)
Checkpoints: 28 (over 3 laps)

Though completely flat and even, this tight, chaotic circuit tosses you from one sharp turn into the next and features very few straights, making it a fantastic course to race when you want to work on your cornering and drifting abilities. We highly recommend that you take a few test runs, following the racing line until you acquire a feel for how you should approach and navigate each series of corners. Vehicles with powerful acceleration and responsive handling have an edge here.

The Northern Cup



Zoom: 2X

Starting Location: La'ie (B-8)
Length: 13.4 miles (over 2 laps)
Checkpoints: 31 (over 2 laps)

This large, challenging circuit throws lots of sharp corners and a few nasty hairpin turns at you. There are a few long straights, so don't overlook top speed when choosing a vehicle to race here. Slow down and cut across the grass on the inside corner of the first tight hairpin you encounter to simplify that turn (this is tricky on the second lap, as you'll approach the hairpin with greater speed). Watch your speed when approaching the divided highway past checkpoint 4—it's easy to slide off-road and miss checkpoint 5.



The Path to Success



Zoom: 3X

Starting Location:
Pearl Harbor (H-7)
Length: 6.0 miles (over 2 laps)
Checkpoints: 17 (over 2 laps)

This three-mile circuit features lots of sharp corners, many of which are preceded by short straights. Hit the brakes as you approach each sharp turn and round them properly to achieve fast exit velocities. There are lots of checkpoints to pass through here, so keep to the asphalt and make sure you don't miss any by sliding off-road.

The Pearl City Race



Zoom: 2X

Starting Location:
Mililani (F-6)
Length: 11.7 miles (over 3 laps)
Checkpoints: 22 (over 3 laps)

This good-size speedway features lots of long straights and easy corners, making it one of the fastest closed circuits in the game. Vehicles with high top speeds and responsive handling have the advantage here. Push the pace around each corner and strive to exit each one at maximum speed.

The Pearl Harbor Race



Zoom: 2X

Starting Location:
Aliamanu (H-8)
Length: 3.4 miles
Checkpoints: 6

This challenge places you in a short but frantic dash along a wide, five-lane freeway. Traffic is light here but must be avoided at all costs. Sudden dips and rises in the track cause your vehicle to skip into the air, so be ready for a wild ride!

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The Puuni Race



Zoom: 2X

Starting Location:
Makiki (I-10)
Length: 4.0 miles
Checkpoints: 6

This medium-size course runs along a wide yet curvy four-lane road. Many of its curves can be rounded at full speed, but brake hard as you approach the sharp S-curve between checkpoints 3 and 4.

The Race of the Rich



Zoom: 2X

Starting Location:
Punalu'u (D-9)
Length: 2.8 miles
Checkpoints: 2

Here's a short but challenging run along Oahu's majestic eastern shore. While the first half of the course is basically just a long, curvy straight, the challenge heats up once you begin the winding ascent up the steep mountain pass near the halfway point. Fortunately, the road soon straightens out again—floor it after you round the nasty hairpin and sprint toward the finish line at top speed.

The Return of a Legend



Zoom: 2X

Starting Location:
Stadium (G-8)
Length: 6.4 miles
Checkpoints: 2

This challenge's winding, tumultuous course is sure to test the control of even the most gifted racer. It begins as a wide, four-lane road but eventually splits apart, becoming a narrow divided highway. Be careful of sudden dips and rises in the track that can toss your vehicle into the air—it's easy to lose control and end up in tree. Learn to conquer the hairpins near the end of the course or you'll have trouble reaching the finish line ahead of your rivals.

The Reward



Zoom: 3X

Starting Location:
Ford Island (H-7)
Length: 8.7 miles (over 2 laps)
Checkpoints: 19 (over 2 laps)

This locked challenge takes place at Ford Island. While its good-size circuit is nice and level, it features lots of sharp turns and a few tricky strings of S-curves. Handling and acceleration are important factors to consider when choosing a vehicle to race here—make sure to pick something you feel comfortable cornering with.

NOTE

You must complete a certain achievement to unlock this multiplayer challenge. See the "Unlockables and Secrets" portion of this guide for details.

The Shark's Cove Race



Zoom: 2X

Starting Location:
Shark's Cove (B-5)
Length: 4.7 miles
Checkpoints: 6

This challenge's scenic course is nice and flat, and although it's a bit curvy, there aren't very many dangerous corners to worry about. Select a vehicle with a great top speed and tight, responsive handling to gain the advantage here, and keep an eye on your GPS so the sharper turns don't sneak up on you.

The Veteran Rally



Zoom: 1X

Starting Location:
Wahiawa (E-5)
Length: 4.5 miles
Checkpoints: 6

Here's a medium-size dash along some of central Oahu's narrow, rural roads. Though largely flat, this challenge's course features a few sudden dips and rises that can ruin your day if you don't slow down for them. There are also several strings of corners and curves that require skillful navigation on this narrow route. Look at handling and top speed when searching for the perfect vehicle to race here.

The Waikiki Race



Zoom: 3X

Starting Location:
Waikiki (J-10)
Length: 1.9 miles
Checkpoints: 5

Here's a short, fast-paced run through a dense metropolitan area at the island's southern end. While cornering ability plays a big role in determining pack position through the first half of this course, top speed makes the difference once you reach the wide, four-lane boulevard that stretches from checkpoint 3 to the finish line. Burn through the first few corners, exiting the final turn at maximum speed to tear down the final straight as fast as possible.

The Waimea Race



Zoom: 2X

Starting Location:
Waimea Bay (C-5)
Length: 4.1 miles
Checkpoints: 2

Here's a relatively short run along the island's picturesque eastern shoreline. The long, curvy straights at the beginning and end of the course allow super-fast vehicles to blow away their slower competition. The middle segment features a bit of road undulation and several tough corners—slow down and round each turn with care, then floor it and tear down the long straight toward the finish line.

The Wailua Race



Zoom: 2X

Starting Location:
Makakilo (I-5)
Length: 7.8 miles (over 2 laps)
Checkpoints: 13 (over 2 laps)

This fast, four-mile circuit features a high number of sharp corners, many of which are preceded by good-sized straights. The road is flat but very narrow, so brake for each sharp turn, rounding them properly and striving to remain on the road at all times.

Time Attack Duel



Zoom: 3X

Starting Location:
Hahaione (I-12)
Length: 5.2 miles (over 3 laps)
Checkpoints: 19 (over 3 laps)

The very first corner this raceway throws you into is a nasty hairpin, letting you know you're in for a rough ride. Long, curvy straights and sharp corners mixed with abrupt changes in elevation make this one wild and crazy circuit. Top speed never becomes much of a factor here, so choose a vehicle with good acceleration, braking, and cornering ability instead.

The Waimanalo Race



Zoom: 3X

Starting Location:
Wai'anae (G-3)
Length: 6.1 miles (over 3 laps)
Checkpoints: 19 (over 3 laps)

This fast two-mile speedway has lots of short straights that lead into tight corners. Brake for each hard turn and round each one properly to achieve fast exit velocities. Strive to enter the longer straights at maximum speed so you can get the most out of them.

War of the Worlds



Zoom: 2X

Starting Location:
Turtle Bay (A-6)
Length: 5.0 miles
Checkpoints: 4

Here's a fast, flat run along the island's northern shore. While the course is primarily straight, two tricky sets of sharp curves require special attention. The first set comes between checkpoints 2 and 3, and the second set lies between checkpoints 3 and 4. These are the most difficult portions of the course to master, as you approach the curves at top speed after bombing down the preceding straights. Brake hard for these curvy portions of the course and navigate them properly to maintain a competitive edge.

Multiplayer Speed

Multiplayer Speed challenges are similar in many ways to their offline brethren. Some of them require you to accelerate past a number of stationary radar detectors to attain the highest average speed, while others simply ask you to floor it and reach the highest attainable speed for your vehicle on the surrounding roads. Either way, your goal in a multiplayer Speed challenge remains constant: Finish the event with a better top speed than your rivals can attain!

TIP

Though you always race against the clock in multiplayer Speed challenges, you sometimes have several seconds of extra time to play with. Make good use of this! Look for ways to give yourself some extra track so you can build up more speed before cruising past radars. To illustrate, watch for radars that are stationed near turns and intersections. Instead of turning toward these radars, turn away from them. Tear down the street a few hundred feet in the opposite direction, pull a quick 180-degree turn, then come back at the radar at top speed.

The following table reveals general information on every online Speed challenge in the game. Use it as a quick-reference tool to help you find multiplayer Speed challenges that measure up to your standards, then flip to each event's overview section for tips on how to beat them.

English Duel

Starting Location: Haiku Valley (G-10)

Countdown Time: 2'00"00

Radars: 6

This straightforward Speed challenge begins by sending you around a long corner, which eventually merges into a wide, four-lane freeway. Simply speed along the freeway without taking any exits to pass each radar in turn. The radars are spread out quite far and the countdown time limit is somewhat strict, so only the fastest vehicles can reach them all.

Historic Return

Starting Location: Halawa Heights (H-8)

Countdown Time: 2'30"00

Radars: 5

This challenge's radars are spread out across a network of divided highways and access roads. The five radars are stationed close to each other and the countdown time is generous enough to allow for some creativity, so experiment and pick the route that works the best for your vehicle and driving tastes. No matter which route you choose, you're sure to encounter some sharp turns and drastic elevation changes—vehicles with good acceleration, braking, and handling have an edge here.

Mastery

Starting Location: Pu'uloa (H-6)

Countdown Time: 1'30"00

Radars: None (speed is monitored)

You must reach the fastest speed possible in 1 minute and 30 seconds in this straightforward challenge. To give yourself a huge runway, round the wide left corner ahead of the start line and then turn left at the first intersection you come to. You're now cruising down a long, flat straight—floor it and press **A** once you've reached your vehicle's top speed.

"Plain" Speed

Starting Location: Pa'a La'a Kai (C-4)

Countdown Time: 2'45"00

Radars: 6

This challenge's radars have been scattered about a flat but cramped metropolitan area. While you'll have to round a few tight corners, there are lots of long straights to take advantage of as well. Choose vehicles that have high acceleration and top speed ratings. The best route to take depends heavily on the vehicle you choose, so experiment.

Ride in Barber Point

Starting Location: Kahe Point (H-4)

Countdown Time: 1'00"00

Radars: None (speed is monitored)

Take your vehicle beyond 220 mph in less than a minute to win this event. You need a fast Group A car that can easily top 220 mph to stand a chance here—the super-fast McLaren F1 is a great pick. Floor it down the long straight from the start point and use the breakdown lanes to avoid traffic as you approach breakneck speeds.

Ride in Hickam Village



Starting Location: Aliamanu (H-8)
Countdown Time: 1'30"00
Radars: None (speed is monitored)

You begin this challenge facing against traffic on a three-lane freeway. You've got to accelerate past 200 mph to win here, so turn around as soon as the event begins and speed off in the proper direction to avoid suffering head-on collisions. Ease off the gas as necessary to dodge on-road vehicles as you steer through the wide bend beyond the start line. The freeway straightens out after the bend—you should have no trouble reaching 200 mph in any high-performance Group A vehicle.

Ride in Kahuku Point

Starting Location: Kahuku Point (A-7)
Countdown Time: 1'30"00
Radars: None (speed is monitored)

Here's a unique multiplayer Speed challenge with no traffic to worry about. Reaching 150 mph is a simple matter—just floor it down the long straight from the start point. You have lots of time to play with, so if you want to record the fastest speed possible, make a right at the T-intersection you eventually come to and bomb down the giant straight that follows to reach your vehicle's maximum speed.

Ride in Kailua



Starting Location: Keolu Hills (G-12)
Countdown Time: 1'30"00
Radars: None (speed is monitored)

This simple multiplayer Speed event asks you to get your vehicle moving at more than 160 mph. The road behind the start line is nice and flat, making it an ideal stretch for a high-speed dash. It's a chore to turn around and head backward from the start—you usually become stuck on the surrounding concrete walls and must shimmy in reverse to break free. This is a small price to pay to reach such a long straight however, so turn around as quickly as you can and then motor down the straight, using the right breakdown lane to avoid traffic as you go.

Ride in Kailua Beach



Starting Location: Lanikai (G-12)
Countdown Time: 1'55"00
Radars: 5

Here's a tough multiplayer Speed challenge with a very strict countdown time. Only the fastest vehicles can reach all five radars before time expires. Make your first hard right turn after you pass the first radar, then make another right at the T-intersection that follows and travel south to reach the second radar. Pull a fast 180 immediately after the second radar records your speed and then bolt north toward the remaining radars.

Ride in Kane'ohe



Starting Location: Kane'ohe (G-10)
Countdown Time: 1'00"00
Radars: None (speed is monitored)

This tough challenge asks you to accelerate up to 200 mph or higher in one minute. You need a super-fast set of wheels to reach that speed on these roads, most of which are fairly straight but feature enough dips, rises, and curves to prevent many Group A vehicles from reaching the 200 mph target. Bottom line: The greater your vehicle's acceleration and top speed, the better!

Ride in Kapahulu



Starting Location: Kaimuki (I-10)
Countdown Time: 1'00"00
Radars: None (speed is monitored)

You must accelerate up to 100 mph for this simple challenge. Most vehicles can reach 100 mph very quickly, and you have a whole minute to play with, so use that extra time and try to reach your vehicle's top speed. The road ahead of the start line is a nice, level straight, which allows you to simply floor it and reach maximum velocity in short order. Look for top speed and acceleration when choosing a vehicle.



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Ride in Kapakahi



Starting Location: Kahala (J-11)

Countdown Time: 2'30"00

Radars: 4

Just four radars and a very generous countdown time are featured here. Round the corner ahead of the start line and merge onto a divided highway, where the first two radars are stationed. Traffic is heavy on the highway, so veer into one of the breakdown lanes to avoid collisions as you speed past the first two radars. The final two radars are stationed in a small neighborhood that's just off the highway. When entering the neighborhood, turn right at the T-intersection and round the corner that follows to approach the third radar with a bit of a run-up. Continue driving around the perimeter of the neighborhood to reach the fourth radar. If you have time to spare, turn around after passing the fourth radar and head back toward the third—you have a greater run-up at the third radar when you approach it from this angle.

Ride in Kawaiiola



Starting Location: Pa'a La'a Uka (D-5)

Countdown Time: 1'40"00

Radars: None (speed is monitored)

This challenge couldn't be simpler. Pick the fastest vehicle you're allowed to bring to events held here and just floor it from the start line, cruising down the long straight ahead of you and reaching your vehicle's top speed as fast as possible. Traffic is somewhat heavy on this road, so use the breakdown lanes to help you avoid high-speed collisions.

Ride in Kelekole Pass



Starting Location: Kelekole Pass (F-4)

Countdown Time: 1'00"00

Radars: None (speed is monitored)

You must reach 180 mph or more within a minute in this straightforward Speed challenge. The road beyond the start line is long, flat, and straight, but also narrow and filled with traffic. Choose a vehicle with exceptional acceleration and top speed, then simply floor it down the straight, using the breakdown lanes to reduce the odds of ending up in a wreck.

Ride in La'ie



Starting Location: La'ie (B-8)

Countdown Time: 1'30"00

Radars: None (speed is monitored)

To beat the requisite 180 mph velocity at this challenge, you've got to find the nearest road that's long and straight enough to allow your vehicle to reach its top speed. You've got plenty of time to find the ideal route, so do a bit of exploring. If you're racing a super-fast set of wheels, turn left at the T-intersection ahead of the start line and proceed down the curvy stretch that follows—the road eventually straightens out, giving you a chance to push your vehicle's speed to the limit.

Ride in Mokapu Peninsula



Starting Location: Mokapu Peninsula (F-11)

Countdown Time: 1'30"00

Radars: 4

This fast-paced multiplayer Speed event asks you to cruise down a four-lane freeway as fast as you can, blowing past four radars stationed at wide intervals. Slow down a bit after passing the first radar to maintain control through the curves that follow. Then simply floor it all the way down the freeway and don't take any exits to reach each of the three remaining radars in turn. Acceleration, top speed, and handling are the key vehicle stats for this challenge.



Ride in Nanakuli Beach



Starting Location: Wai'anae (G-3)

Countdown Time: 1'45"00

Radars: 5

This challenge's radars are spread out across a small rural town. You must find a route that allows you to speed past each radar as fast as possible within the somewhat rigid time limit. Hit the brakes the moment you pass the first radar and perform a quick 180, then make a hard left turn onto the side street that's right near the radar. Get lots of exit speed out of the corner that follows and cruise past the second radar. Turn right at the following T-intersection, then make the next hard right and motor around the bend that follows to reach the third radar. Don't slow down for the corner beyond the third radar—fly past it to record your best speed, crashing off-road and pressing to return to the pavement. Then round the corner properly and head north up the long straight.

How you tackle the final two radars depends on your vehicle—if you're racing a fast Group A car and you have more than 30 seconds left on the clock, you can usually score the best average speed by making your third left and then tearing down the straight that follows to blow past the fifth radar at maximum speed. You must then turn around and backtrack toward the fourth radar, making your first right and your next left to reach it as quickly as possible.

If you're not racing one of the faster Group A vehicles, you may not have time to approach the last two radars in the aforementioned fashion. After rounding the corner past the third radar, head for the fourth radar by making your second left, then turn right at the T-intersection that follows and go after the fifth radar.

Ride in Nuuanu Valley



Starting Location: Nuuanu Valley (H-10)

Countdown Time: 1'30"00

Radars: None (speed is monitored)

Your goal in this challenge is to reach at least 160 mph. Any vehicle that's capable of reaching this speed can do so quite easily just by accelerating down the long, curvy straight ahead of the start line. The straight abruptly ends after a mile or so however, which prevents super-fast Group A vehicles from reaching their top speed. If you're racing a powerful Group A car, turn around as soon as the challenge begins and speed down the right side of the divided highway behind you. This gives you a much longer stretch of road, allowing you to reach a higher top speed than your opponents.

Ride in Wailua



Starting Location: Mokule'ia (C-4)

Countdown Time: 2'45"00

Radars: 6

In this tough challenge, six radars are positioned at various locations around a complex network of long, flat rural roads. While the countdown time seems generous, the radars are spread out in such a way that only high-performance vehicles can reach them all. The ideal route to take depends on your vehicle—faster vehicles can spend a bit more time setting up their "attack runs" on each radar, so there's room for creativity here.

The following route worked well for us with the Enzo Ferrari: Begin by veering to the right at your first opportunity. Round the bend without losing control, and speed past the first radar, recording a high velocity. Continue heading south and turn right at the T-intersection a short distance ahead. Make your first hard left and speed north up the straight, cruising past the second radar. Hit the brakes and turn right at the T-intersection that follows, then make your first hard left. Take your next left and then motor past the fifth radar. Continue straight for awhile, passing the starting point and heading for the road that runs parallel to the island's north shoreline. Hit the brakes when you reach the intersection and make a sharp right hairpin turn to begin traveling east along the straight shoreline road, eventually blowing past the fourth radar at extreme speed and crashing off-road at the corner that follows. Press to return to the road, then round the corner properly and head southeast, making your third right to reach the third radar. Slam on the brakes and make a sharp left hairpin turn at the intersection that follows, then round the wide bend and make your next right to reach the sixth and final radar. This approach won't work for every vehicle, so be creative and figure out your own path.

Ride in Waimanalo



Starting Location: Waimanalo (H-12)

Countdown Time: 0'30"00

Radars: None (speed is monitored)

Here's a short and simple challenge that asks you to hit 120 mph or better in just 30 seconds. Your strategy here depends on the top speed of your vehicle—if you're racing a fast Group A car, turn around from the start line and head north, navigating some curves and then making a right at the T-intersection. This places you on a long straight with about 10-15 seconds left on the clock—floor it and tear down the straight to record your best speed. On the other hand, if you're racing a Group B vehicle or lower, just floor it from the start line and reach your best speed by bombing down the short straight ahead.

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Take a Deep Breath...Ahhh

Starting Location: Pearl Harbor (G-7)

Countdown Time: 0'30"00

Radars: None (speed is monitored)

Your task in this challenge is to reach 100 mph in just 30 seconds. Any vehicle can achieve this feat on the wide, flat straight where you begin, so your real task here is to attain a top speed that's higher than that of your rivals. While most vehicles can simply speed south until time runs out, super-fast Group A cars will eventually run out of road and smash into a corner if you simply floor it from the start line. To avoid this, turn around from the start and cruise north up the giant straight behind you—this gives you more road to work with, allowing you to take your high-end vehicle up to slightly greater speeds.

Totally Hazardous Race

Starting Location: Wahiawa (E-5)

Countdown Time: 1'45"00

Radars: None (speed is monitored)

This straightforward challenge gives you nearly two minutes to reach at least 170 mph. The surrounding roads are very flat and almost completely straight, letting you either floor it from the start line or turn around and tear down the straight behind you. Either way, the generous countdown time and lengthy straights featured here allow you to take even the fastest of vehicles up to its maximum speed fairly easily. Use the breakdown lanes to avoid collisions with traffic and see how fast you can go!

Traffic, Mon Amour

Starting Location: Heeia (F-10)

Countdown Time: 1'30"00

Radars: None (speed is monitored)

Don't let this challenge's name fool you—while traffic is a factor here, the real challenge lies in navigating the twisting, undulating roads that surround you. While the generous countdown time limit allows for plenty of creativity, in most vehicles it's best to simply floor it from the start line.

Club Races

Club Race challenges are just like multiplayer races: Anything goes, and the first racer to reach the finish line brings home the gold for his or her club. The following table reveals the basics of all 26 club Race challenges in the game—refer to their overview sections for more information.

NOTE

Club challenges can be accessed only from your club—they do not appear on the in-game map by default like other challenges.

Ascent of the Boucher



Zoom: 2X

Starting Location: Kelekele Pass (F-4)

Length: 5.5 miles

Checkpoints: 2

This grueling challenge takes place at Kelekele Pass, one of the most narrow and treacherous mountain passes on the island. Here you face countless sharp corners, long stretches full of curves, several hairpin turns, and drastic changes in elevation. Remaining on the asphalt is a true challenge here, so pick a vehicle with steadfast handling and braking. Powerful acceleration is also advantageous, as it helps you gain speed out of each turn. Make sure your racing skills are at their peak before attempting this arduous event!

Ascent of the Gaillet



Zoom: 2X

Starting Location: Maunawili (G-10)

Length: 6.3 miles

Checkpoints: 4

This exciting club Race challenge is set on a broad, four-lane freeway. The course features lots of curves and plenty of road undulation, making it difficult to stay in control when racing at high speeds. There are very few sharp corners to worry about, however, so top speed is an important factor to consider when choosing a vehicle to race here. Responsive handling also helps keep you on the road and moving in the proper direction.

Ascent of the Fergus



Zoom: 1X

Starting Location: Kahana Beach (D-9)
Length: 6.5 miles
Checkpoints: 10

Here's a fast course with lots of long, narrow straights and very little road undulation—perfect for intermediate-level racers. The track's corners and curves are all spread out from each other, allowing you to focus on rounding each one in turn without worrying about the next. Pick a well-rounded vehicle that you feel comfortable cornering with, but make sure it has a high top speed so you can gain momentum down the course's longer straights.

Ascent of the Fra



Zoom: 1X

Starting Location: Pu'uloa (I-6)
Length: 12.6 miles
Checkpoints: 7

Here's another fast course with lots of long straights and only a few sharp corners—another great run for racers of intermediate skill. There are a few sudden dips and rises in the track to deal with, such as the ones you encounter when cruising along the wide, five-lane freeway—slow down to avoid losing control. High-end power is the most crucial stat to look for in vehicles you race here, as the track's long straights allow you to tear along at top speed most of the time.

Ascent of the Loosli



Zoom: 2X

Starting Location: Kalihi (H-9)
Length: 8.5 miles
Checkpoints: 2

Ascent of the Jarniou



Zoom: 2X

Starting Location: Oahu Raceway (I-7)
Length: 7.7 miles
Checkpoints: 2

This good-sized course runs north from the Oahu's southern docks, eventually ending at Ford Island. The track is quite challenging at first, featuring a mix of long straights that lead into dangerous corners. Navigating the network of highways near the course's halfway point is perhaps the trickiest part to master—pay close attention to your GPS and route indicators or you'll become lost before you know it. Acceleration, braking, and handling are key factors throughout the first half of the course, but top speed comes into play once you reach the long straights that lead you to the finish.

Ascent of the Laboureau



Zoom: 1X

Starting Location: Pu'uloa (H-6)
Length: 14.5 miles
Checkpoints: 12

This white-knuckle challenge's lengthy course sends you down long straights and then thrusts you into dangerously sharp corners, so be ready for a rough ride! Check your GPS often throughout this event and brake early for each tight turn. While the course straightens out after you navigate the nasty corners near checkpoint 7, it also becomes far more tumultuous, featuring sudden dips and rises that cause your vehicle to skip into the air. Ease off the gas whenever your control starts to slip—slowing down is much better than crashing off-road.

You face heavy traffic during this challenge, so race hard but strive to maintain control at all times. The course takes you along a chaotic four-lane highway that features numerous steep hills, sharp drops, and a few winding curves. This, combined with the presence of traffic, means luck plays a big role in determining the outcome of events held here. The first two times the highway divides, ignore your GPS and keep to the right to avoid racing against oncoming traffic. Bear left at the third division near the end of the course, following your GPS route to reach the finish line.

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Ascent of the Pepe



Zoom: 2X

Starting Location:
Ala Moana (I-9)
Length: 4.5 miles
Checkpoints: 8

Here's a medium-sized run through a cramped metropolitan region of the island. Sidewalks border the roads here instead of concrete barriers or metal guardrails—this places an emphasis on handling, as going off-road is often a costly mistake. Be wary of the corners you face on this track—most of them come in pairs, with one following immediately after the other. Whenever you encounter these nasty double-turns, focus on achieving high exit velocities out of the second corner to gain speed down the straights that follow.

Ascent of the Pilou Des Bois



Zoom: 2X

Starting Location: Puunui (H-9)
Length: 6.1 miles
Checkpoints: 7

The first half of this medium-length course is fairly straightforward, featuring little more than a few easy-going curves and some gradual elevation changes. Things heat up shortly after the preliminary divided highway converges, however—the track becomes more tumultuous, featuring sharper elevation changes and thornier corners. Maintain control as best you can while speeding along this course, slowing down as necessary when you feel your grip on the road start to slide.

Ascent of the Vinchou



Zoom: 1X

Starting Location: Halawa Heights (G-8)
Length: 7.7 miles
Checkpoints: 8

Ascent of the Teulade



Zoom: 1X

Starting Location:
Aliamanu (H-8)
Length: 12.0 miles
Checkpoints: 2

For a sneaky shortcut here, look for opportunities to cross the grassy median and reach the right side of the long, straight, divided highway you encounter a mile or so into the course. This enables you to circumvent the distant pair of 90-degree turns you must otherwise traverse in order to reach the right side of the road. You'll have to dodge some road signs if you cut across the median in this fashion—veer into the breakdown lanes to avoid them. The rest of the course is a relatively simple dash toward the remote finish line, giving vehicles with high top speeds a clear advantage.

Ascent of the TSOTD



Zoom: 1X

Starting Location: Barber Point Harbor (I-4)
Length: 7.0 miles
Checkpoints: 3

After rounding this course's first extremely tight corner, the road straightens out, merging you onto the left side of a long, straight, divided highway. To gain an advantage, don't follow the road signs you encounter that steer you onto the highway's right side. Instead, use the left breakdown lane to speed straight past them, then look for chances to cross the grassy median and reach the right side of the divided highway without slowing down—just make sure you don't miss checkpoint 2!

Here's a straightforward run along a wide, five-lane freeway. The course features some gradual curves and a fair degree of road undulation, but nothing worthy of special attention. Simply choose the fastest vehicle you can race here and gun it from start to finish, easing off the gas as needed to maintain control.

Descent of the Boukhelifa



Zoom: 1X

Starting Location: Pa'a La'a Uka (D-5)
Length: 11.5 miles
Checkpoints: 10

This scenic course runs through the northern cities of Oahu. Here you encounter long, narrow straights that lead into tight corners—brake hard for each sharp turn, using your GPS to help prepare for them. The straights vastly outnumber the turns here, so choose a vehicle with an excellent top speed to gain an edge over your rivals.

Descent of the Pédimina



Zoom: 1X

Starting Location: Turtle Bay (A-6)
Length: 16.3 miles
Checkpoints: 7

Here's a long, arduous challenge that tests both your handling ability and endurance. The course begins with a long, mostly straight stretch, but becomes progressively more winding and tumultuous as you pass through each checkpoint. You eventually face some of the nastiest corners and hairpins the island has to offer, so make sure to bring your A-game (and your best vehicle) when competing here.

Descent of the Bachmann



Zoom: 2X

Starting Location: Makaha (F-2)
Length: 7.7 miles (over 2 laps)
Checkpoints: 9 (over 2 laps)

Here's a two-lap event around a sizable circuit. This speedway is composed of long, narrow straights that lead into some very nasty corners—brake hard as you approach each turn, treating them with the utmost respect. Once you've become comfortable at rounding these tricky turns, strive to achieve high exit velocities so you can gain speed down the straights that follow.

Descent of the Wong



Zoom: 2X

Starting Location: Maunawili Valley (H-11)
Length: 4.7 miles
Checkpoints: 2

This course takes you along several narrow, winding rural roads filled with traffic. The first half of the course features significant road undulation, but the track eventually levels off and straightens out, providing a few chances for you to reach your vehicle's top speed. Pick a vehicle with good handling and acceleration to help you overcome the initial twists and turns, but don't overlook high-end power, which comes in handy during the later straights.

Descent of the Carrez



Zoom: 2X

Starting Location: Maunalani (I-10)
Length: 2.5 miles
Checkpoints: 12

This challenge is two and a half miles of sheer brutality. Dense traffic paired with an extremely winding, undulating course puts your handling skills to the ultimate test. There are lots of checkpoints to pass through, so don't stray far from the asphalt. Brake in advance for each corner, striving to avoid collisions and remain on the road.

The Arnaudova Loop



Zoom: 3X

Starting Location: Schofield Barracks (E-5)
Length: 6.9 miles (over 2 laps)
Checkpoints: 21 (over 2 laps)

This sizable speedway features a near-perfect mix of long straights, sharp corners, and a few steep hills. The road is narrow throughout this circuit, demanding polished handling skill. While all types of vehicles can perform well here, look for ones with outstanding acceleration and braking, along with a respectable top speed to help you gain momentum down the longer straights.

The Jay Loop



Zoom: 2X

Starting Location: Kailua (G-11)
Length: 7.8 miles (over 2 laps)
Checkpoints: 11 (over 2 laps)

Here's another good-sized circuit that's sure to be a clubhouse favorite. Top speed is an obvious choice when looking at the course's long straights, but make sure your vehicle has reliable braking so you can quickly slow down for each sharp corner, along with respectable acceleration to help boost you out of each turn. This raceway is almost completely flat, so speed and cornering skill are the keys to victory here.

The Mattoz Loop



Zoom: 3X

Starting Location: Ford Island (H-7)
Length: 5.5 miles (over 2 laps)
Checkpoints: 17 (over 2 laps)

This good-sized circuit is nice and level, featuring lots of sharp turns and a few tricky strings of S-curves. Top speed is largely irrelevant here, as most of the straights are quite short. Instead, handling and acceleration are the key factors to consider when choosing a vehicle to race here—make sure to pick something you feel at ease cornering with.

The Le Meur Loop



Zoom: 3X

Starting Location: Waipahu (G-6)
Length: 5.3 miles (over 3 laps)
Checkpoints: 10 (over 3 laps)

This raceway is similar to most other club Race challenge circuits, featuring long, level straights that lead into sharp turns, and very little road undulation. However, this circuit features a wider track than others, making it ideal for beginner- and intermediate-level racers who enjoy a bit of leeway when cornering.

The Neil Loop



Zoom: 3X

Starting Location: Pearl Harbor (H-7)
Length: 5.5 miles (over 2 laps)
Checkpoints: 15 (over 2 laps)

This three-mile circuit features lots of sharp corners, many of which are preceded by short straights. Hit the brakes as you approach each sharp turn and round them properly to achieve fast exit velocities. There are lots of checkpoints to pass through here, so keep to the asphalt and make sure you don't miss any by sliding off-road.

The Lhomme Loop



Zoom: 3X

Starting Location: Mokapu Peninsula (F-11)
Length: 5.9 miles (over 2 laps)
Checkpoints: 13 (over 2 laps)

Here's another club Race circuit with a narrow track that leaves little room for error. Top speed helps you down the longer straights, while braking, handling, and acceleration help you slow down for, round, and power out of each turn. Like many other club Race speedways, this one is almost completely flat, placing the emphasis on pure speed and proper cornering technique.

The Ramonatxo Loop



Zoom: 3X

Starting Location: Honolulu Airport (I-8)
Length: 6.2 miles (over 2 laps)
Checkpoints: 9 (over 2 laps)

Here's another three-mile raceway composed of long straights intermixed with clusters of sharp turns. The course is quite flat and a bit wider than most, giving the advantage to fast, high-performance vehicles whose drivers can corner with skill.

The Tac Loop



Zoom: 3X

Starting Location: Mokapu Peninsula (F-11)
Length: 3.4 miles
Checkpoints: 10

Unlike most other club Race challenges that share the "loop" suffix, this is actually a standard start-to-finish course, not a multi-lap speedway. Here you face short, narrow straights that lead into tight corners and curves, but very little road undulation. Look for acceleration, handling, and braking when selecting a vehicle for events held here—top speed hardly comes into play on this short course.

The Tokyob Loop



Zoom: 3X

Starting Location: Kahuku Point (A-7)
Length: Varies
Checkpoints: Varies

This unique club Race challenge features the eliminator rule—whoever is racing in last position gets knocked out when the race leader crosses the circuit's start/finish line. This causes the pack to steadily dwindle until only one racer remains. The number of laps you must complete around this two-mile circuit is based off the number of competitors—you can race anywhere from one lap (if there are only two entrants) to seven (if the event fills up with the maximum of eight competitors). The speedway primarily features sharp corners preceded by short straights, along with one nasty hairpin. Brake early as you approach each sharp turn and round them properly to achieve fast exit velocities.

Club Speed

Club-based Speed challenges are very similar to the single- and multiplayer varieties. Some require you to accelerate past a number of stationary radar detectors in an effort to attain the highest average speed; others simply ask you to gun it and reach the highest attainable speed for your vehicle on the nearby roads. Either way, your goal in a club Speed challenge is always the same: Finish the event with a top speed that beats all of your rivals!

TIP

Though you always race against the clock in club Speed challenges, you usually have several seconds of extra time to play with. Make good use of this—look for ways to give yourself some extra track so you can build up more speed.

Ascent of the Lusky



Starting Location: Ka'ena Point (D-1)
Countdown: 2'00"00
Radars: None (speed is monitored)

Your goal in this club Speed challenge is to reach or exceed 160 mph. Whether you turn around from the start and head backward or simply floor it from the start line, you must navigate a few miles of curves before the road straightens out enough for you to reach your vehicle's top speed. Take it easy and dodge traffic until the road straightens, then veer into a breakdown lane and gun it.

Ascent of the Minet



Starting Location: Hickam Village (H-8)
Countdown: 1'30"00
Radars: None (speed is monitored)

This challenge asks you to hit speeds in excess of 180 mph. A network of wide, straight freeways stretches beyond the start line—simply accelerate until you reach your vehicle's maximum velocity. The competitor with the fastest vehicle often wins this event.

Ascent of the Pagnier

Starting Location: Pearl Harbor (G-8)
Countdown: 2'00"00
Radars: 6

In this challenge, six radars are stationed along a large, traffic-free straight. Gun it from the start to fly past each radar in turn. You have lots of time to play with, so pull a 180-degree turn after passing the final radar and then come back at them. This lets you record much faster speeds on the first few radars, dramatically improving your average speed.

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Ascent of the Torroella



Starting Location: Pearl City (G-7)

Countdown: 2'00"00

Radars: None (speed is monitored)

Your task in this event is to accelerate beyond 185 mph. You begin on a huge, five-lane freeway, facing against traffic—immediately turn around or you risk head-on collisions. Once you're facing the proper direction, simply floor it, keeping as far away from on-road vehicles as you can.

Descent of the Balsan



Starting Location: Mokapu Peninsula (F-11)

Countdown: 3'50"00

Radars: 5

In this event, five radars are stationed along a network of narrow, winding rural roads. The radars are in close proximity to each other and you have nearly four minutes to play with—plenty of time for you to set up each approach and cruise past each radar as fast as possible. Because the surrounding roads are so short and curvy, acceleration and handling, not top speed, are the key stats to look for in vehicles you race here.

Descent of the Canderle



Starting Location: Waimea Bay (B-5)

Countdown: 2'00"00

Radars: None (speed is monitored)

Though this challenge only asks you to reach 140 mph, you can easily travel much faster by turning around from the start and bombing down the long straights that lie behind the start line. Traffic is somewhat dense here, so use the breakdown lanes to avoid collisions as you haul down the long straights at top speed.

Descent of the Dos Reis



Starting Location: Wai'anae (G-3)

Countdown: 3'00"00

Radars: None (speed is monitored)

Your goal here is to reach 180 mph on the long straights that border the island's arid western shore. This task is made easier when you turn around from the start and travel south along the giant divided highway behind the start line. Make sure to bear right when the highway divides or you'll face oncoming cars!

Descent of the MrWhite



Starting Location: Waipahu (G-6)

Countdown: 4'00"00

Radars: 6

In this tough club Speed challenge, six radars are stationed along a network of divided highways and narrow rural roads. Begin by traveling north along the initial curvy road, passing the first radar as you round a corner. Bear right at the divided highway that follows, passing the second radar. Bear left at the next divide and pass the sixth radar. The divided highway converges a short distance ahead—drive down the straight that follows, then pull a 180 and head north again, this time bearing right at the divide to reach the fifth radar. Continue straight to reach the third radar, then glance at your countdown time—if you have lots of time to spare, head north and pass the first radar again to record a greater speed. Now only the fourth radar remains—approach it from the east to record your best speed, carefully avoiding oncoming cars as you bolt toward it.

Descent of the Perrin



Starting Location: Kamananui (D-5)

Countdown: 2'00"00

Radars: None (speed is monitored)

Here's another club Speed challenge in which the best tactic is to turn around from the beginning and travel in the opposite direction from the start line. This gives you a longer stretch of road to utilize, allowing you to easily exceed the requisite 120 mph velocity. While a high top speed is important, don't overlook handling, as the road is narrow and full of traffic.

Descent of the Poncet

Starting Location: Cemetery (F-9)

Countdown: 4'00"00

Radars: 5

Here's another tricky club Speed challenge in which five radars are set around a network of narrow, winding rural roads. Head east after rounding the initial corner, making your second right to travel uphill and reach the second radar. Round the long corner that follows and bomb downhill to pass the first radar, then turn right at the T-intersection and continue east. Speed onward without taking any turns to pass the third, fourth, and distant fifth radars in turn. You have ample time to play with, so cruise down the straight beyond the fifth radar, snapping a 180-degree turn and making a second run past the last three radars, and recording improved velocities at each one.

Descent of the Randanne



Starting Location: Kea'au (E-2)

Countdown: 4'00"00

Radars: 5

In this club Speed event, five radars are stationed along a long, narrow, winding stretch of road that's full of traffic. Each radar is positioned at a corner, making it tough to hit them at extreme speeds. To record your best velocities, you must round each corner properly—the radars won't detect you if you accidentally slide off-road. The countdown time is very generous here, so make as many passes as you can before time expires.

Descent of the Schaller



Starting Location: Kawaihoa (D-6)

Countdown: 4'00"00

Radars: 5

This tough club Speed event is set on a giant, narrow, winding road. All five radars are set at corners—round these turns with skill to record your fastest speeds. Choose a vehicle with exceptional acceleration and handling to help you power through each corner. To increase your average, cruise down the straight that follows after the first radar, then turn around and approach it from the opposite direction to record a greater velocity.

Descent of the Tamayo



Starting Location: Aliamanu (H-8)

Countdown: 3'00"00

Radars: None (speed is monitored)

Your goal in this high-octane challenge is to reach speeds in excess of 180 mph. You begin on a massive five-lane freeway facing against traffic—turn around and go with the flow to avoid head-on collisions. Top speed is the only stat that matters here—the fastest vehicle always claims the gold.

Descent of the Teki



Starting Location: Makapu'u Beach (I-13)

Countdown: 3'00"00

Radars: None (speed is monitored)

Here's a straightforward event in which your goal is to exceed 150 mph. The road ahead of the start line is nice and straight, so just floor it from the get-go, using the right breakdown lane to avoid traffic as you tear along at maximum speed.

Horse or Bull?

Starting Location: Ala Moana (I-9)

Countdown: 3'00"00

Radars: 8

This unique club Speed challenge features eight radars spread out across a dense metropolitan area. There are many different ways to tackle this network of radars—your strategy hinges on the vehicle you're racing. When racing slower vehicles, strive to reach each radar before time expires. When racing high-performance cars, look for ways to approach each radar with a full head of steam to record your best speeds.



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Unlockables & Secrets

You can discover a number of secrets and unlockable goodies during your time in Oahu. Some of them are easy to find, while others are far more ambiguous. We fully disclose every secret and unlockable treat in the game right here, in the final pages of this guide. We also provide a handy achievement checklist to help you keep track of everything you've seen and done around the island.

Bike Showrooms



To gain access to Oahu's three bike showrooms, you must first visit each of the car showrooms on the island. Every car dealership is marked on your map from the very start of the game, so just open the map, target each one with your GPS, then drive around and visit them all to gain access to the bike showrooms.

Chronopack



The moment you purchase your second vehicle, you unlock Chronopack—a valuable tool that lets you compare performance statistics between vehicles to help you determine their individual strengths and weaknesses. When cruising in Free-Ride mode, press **⬅** to access the Auxiliary menus. Scroll through to Chronopack and follow its simple directions to check your vehicle's acceleration, top speed, braking, and so on. This feature is also a very useful tool for honing your off-the-line skills if you use a manual transmission.

Photos Mode

Once you've advanced to the level of Amateur, you gain access to Photos mode through the Pause menu. This cool feature allows you to capture stylish snapshots of the currently paused in-game action. Pictures you take are



automatically stored within your photo album, which you may access from any of your houses. Use the various commands shown at the bottom of the screen to set up the perfect snapshot, then press **A** to take the picture. A virtual keyboard then appears—give your picture a suitable name so you can easily identify it later.

Editor Mode

Once you've attained Pro status, you can access the game's nifty Editor mode through the Pause menu. Here you may create your own custom challenges or modify ones you've previously made. (See the "Overview" portion of this guide for more on Editor mode.)



Deluxe Paint Shop



Most of the island's paint shops offer only preset manufacturer colors for your vehicles. However, one deluxe paint shop allows you to slap any color of paint you desire onto your vehicles.

This special store is called the Paint Shop Luxe, and it's found in Kahala (J-10 on the poster map). Before you can stop by, however, you must first unlock the Paint Shop Luxe by earning the gold cup from the "Around the Crater" single-player Race challenge. (Some manufacturers don't allow their cars to be repainted in the Deluxe Paint Shop.)

Reward House



Roads you drive along turn blue on your GPS and island map, indicating that you've discovered them. Drive along every road on the island to discover them all and turn them all blue on the map. Once you've discovered every road, you're rewarded with a special house that can't be purchased from any real estate agency. This house features a roomy 10-car garage, providing lots of extra vehicular storage capacity.

Reward Vehicles



Eight special vehicles bearing no price tags are on display at various car showrooms around the island. These are reward vehicles, which you unlock by satisfying certain requirements in the game. Each reward vehicle comes with its own unlock requirements, which you may view by visiting the appropriate car showrooms. For quick reference, here are the names and unlock requirements for each reward car, along with the dealership at which they're found:

Reward Vehicles

Vehicle Name	Car Showroom	Unlock Requirements
Alfa Romeo 8c Competizione	Alfa Romeo (McCully: I-10)	Complete the "Tour of the Island" single-player (offline) Race challenge.
Chrysler® Firepower Concept Car	Chrysler® (Kailua Heights: H-11)	Complete all single-player (offline) Courier challenges.
Chrysler® ME FOUR-TWELVE	Chrysler® (Kailua Heights: H-11)	Complete all single-player (offline) Race challenges.
Ford Mustang GT-R Concept	Ford (Palolo: I-10)	Complete all single-player (offline) Vehicle Transport challenges.
Ford Shelby Cobra Concept	Ford (Palolo: I-10)	Complete all single-player (offline) Top Models challenges.
Ford Shelby GR-1 Concept	Ford (Palolo: I-10)	Complete all single-player (offline) Speed challenges.
Volkswagen W12 Coupe	Volkswagen (Hawai'i Kai: J-12)	Complete all single-player (offline) Time Attack challenges.
Volkswagen W12 Roadster	Volkswagen (Hawai'i Kai: J-12)	Complete all single-player (offline) Hitchhiker challenges.

NOTE

See the Vehicles portion of this guide to discover each reward vehicle's performance statistics.

TIP

You can take reward vehicles for test drives before you unlock them.

Locked Multiplayer Races



Three special multiplayer (online) Race challenges are located on areas of the island that you cannot reach until you progress to certain levels. The following table provides the names, locations, and unlock requirements for all three of these special multiplayer challenges:

Locked Multiplayer Races

Challenge Name	Starting Location	Unlock Requirements
The Reward	Ford Island (H-7)	Advance to Expert level (180 achievement points)
The Legendary Record	Oahu Raceway (I-7)	Advance to Champion level (450 achievement points)
May the Best Man Win	Oahu Raceway (I-7)	Advance to Champion level (450 achievement points)

Achievements Checklist



Achievement Progress Chart

As you explore Oahu, complete various challenges, purchase new vehicles, and so on, you naturally fulfill a variety of different achievements that have been ingrained into the game. Each achievement you satisfy earns you a certain number of points, which are added to your profile's Gamerscore. Completing achievements not only increases your profile's Gamerscore, it also advances your career—reaching certain achievement point milestones increases your level, which in turn opens up more of the game. Complete lots of achievements to increase your Gamerscore and advance your level!

The following tables detail every achievement in the game, along with the points they each bestow when you complete them. Check off each achievement as you go to keep track of what you have left to do!

Achievements: Single-Player Challenges

Achievement Name	Description	Points	Completed?
Single-Player Victories—Level 1	Win the gold cup in 5 single-player challenges	20	<input type="checkbox"/>
Single-Player Victories—Level 2	Win the gold cup in 10 single-player challenges	20	<input type="checkbox"/>
Single-Player Victories—Level 3	Win the gold cup in 20 single-player challenges	20	<input type="checkbox"/>
Single-Player Victories—Level 4	Win the gold cup in 40 single-player challenges	30	<input type="checkbox"/>
Single-Player Victories—Level 5	Win the gold cup in 60 single-player challenges	40	<input type="checkbox"/>
Single-Player Victories—Level 6	Win the gold cup in all single-player challenges	60	<input type="checkbox"/>
Successful Missions—Level 1	Complete 3 single-player Extras challenges	15	<input type="checkbox"/>
Successful Missions—Level 2	Complete 15 single-player Extras challenges	25	<input type="checkbox"/>
Successful Missions—Level 3	Complete 40 single-player Extras challenges	35	<input type="checkbox"/>
Successful Missions—Level 4	Complete all single-player Extras challenges	60	<input type="checkbox"/>
Single-Player Time Challenges	Win the gold cup in all single-player Time Attack challenges	15	<input type="checkbox"/>
Single-Player Race Challenges	Win the gold cup in all single-player Race challenges	20	<input type="checkbox"/>
Single-Player Speed Challenges	Win the gold cup in all single-player Speed challenges	10	<input type="checkbox"/>
Island Tour	Win the gold cup in the "Tour of Oahu" single-player Race challenge	30	<input type="checkbox"/>

Achievements: Multiplayer Challenges

Achievement Name	Description	Points	Completed?
Multiplayer Victories—Level 1	Take 3 victories in multiplayer Race challenges (only ranked matches are counted)	10	<input type="checkbox"/>
Multiplayer Victories—Level 2	Take 15 victories in multiplayer Race challenges (only ranked matches are counted)	20	<input type="checkbox"/>
Multiplayer Victories—Level 3	Take 30 victories in multiplayer Race challenges (only ranked matches are counted)	30	<input type="checkbox"/>
Instant Challenge Victories	Take 5 victories in instant challenges	10	<input type="checkbox"/>
Custom Challenge Victories	Take 2 victories in player-created challenges at drive-ins	10	<input type="checkbox"/>
Club Race Victories	Take 3 victories in inter-club races	10	<input type="checkbox"/>

Achievements: Purchases

Achievement Name	Description	Points	Completed?
Small Collector	Own at least 2 different cars	15	<input type="checkbox"/>
Amateur Collector	Own at least 4 different cars	20	<input type="checkbox"/>
Confirmed Collector	Own at least 10 different cars	25	<input type="checkbox"/>
Most Varied Collector	Own at least 20 different cars	30	<input type="checkbox"/>
Extreme Collector	Own at least 50 different cars	30	<input type="checkbox"/>
Bike Collector	Own at least 3 different bikes	10	<input type="checkbox"/>
Ferrari Collector	Own at least 3 different Ferraris	20	<input type="checkbox"/>
Lamborghini Collector	Own at least 3 different Lamborghinis	20	<input type="checkbox"/>
Mercedes-Benz Collector	Own at least 3 different Mercedes-Benzes	15	<input type="checkbox"/>
Chevrolet® Collector	Own at least 3 different Chevrolets®	10	<input type="checkbox"/>
Aston Martin Collector	Own at least 3 different Aston Martins	15	<input type="checkbox"/>
Ford Collector	Own at least 3 different Fords	10	<input type="checkbox"/>
Ben Sherman Collector	Own at least 10 different articles of Ben Sherman clothing	10	<input type="checkbox"/>
*ecko unltd. Collector	Own at least 10 different articles of *ecko unltd. clothing	10	<input type="checkbox"/>
Owner	Own at least 2 houses	20	<input type="checkbox"/>
Real Estate Tycoon	Own at least 15 houses	30	<input type="checkbox"/>

Achievements: Exploration

Achievement Name	Description	Points	Completed?
Easygoing Tourist	Cover 30 miles (48 km)	10	<input type="checkbox"/>
Steadfast Tourist	Cover 200 miles (320 km)	25	<input type="checkbox"/>
Traveler	Cover 400 miles (640 km)	30	<input type="checkbox"/>
Seasoned Traveler	Cover 1,000 miles (1,600 km)	35	<input type="checkbox"/>
Eagle-Eyed Driver	Cover 5,000 miles (8,000 km)	40	<input type="checkbox"/>
Explorer	Discover every road on the island	40	<input type="checkbox"/>

Achievements: Miscellaneous

Achievement Name	Description	Point	Completed?
Tuner	Buy a performance kit for one of your vehicles at a high-end tuner	10	<input type="checkbox"/>
Sharing Custom Challenges	Share 3 custom challenges at drive-ins	10	<input type="checkbox"/>
Club Member	Create a club or become a member of an existing club	10	<input type="checkbox"/>
Trade	Buy or sell a vehicle through the Trade system accessed from your house	10	<input type="checkbox"/>



EDEN GAMES

Studio Directors

Stéphane Baudet
David Nadal

Game Directors

Stéphane Beley
Frédéric Jay
Pierre-Arnaud Lambert

Producers

Ahmed Boukhelifa
Christophe Laboureau

Assistant Producer

Yann Loosli

Technical Directors

Stéphane Beley
Didier Blanché

DEV TEAM

Rendering Team

Rendering Lead

Didier blanché

Programmers

Guillaume Carrez
Vincent Duboisdendien
Benoît Lemaire
Carl Pédimina (Krysalide)
David Wong
Laurent Zaslavsky

Scenario and Game Editor Team

Scenario and Game Editor Lead

Alain Jarniou

Programmers

Julien Audran
Stéphane Caillet
François Guibert
Guillaume Pagnier

Physics Team

Physics Lead

Sébastien Tixier

Audio Team

Audio Lead

David Alloza

Programmers

Katharine Neil
Nicolas Schaller

Online Team

Online Lead

Franck Maestre

Programmers

Ludovic Balsan
Yvan Kalafatov
Frédéric Manisse
Alexandre Perrin (Artefacts)

AI & Front-End Team

AI & Front-End Lead

Mathias Tamayo

Programmers

Thomas Minet
Stéphane Randanne (Artefacts)

WorldBuilder Tool's Team

WorldBuilder Lead

Laurent Renoux

Programmers

Julien Audran
Guillaume Pagnier

DESIGN TEAM

Lead Game Designer

Sylvain Branchu

Game Designers

Boris Mellet
Paul Narducci

Level Designers

Alexis Madinier
Frédéric Marchetti
Nicolas Pacaut

Front-End & Cinematics Lead designer

Boris Mellet

Front-End designers

Miguel Coimbra
Sébastien Confoulan

Intro Cinematic

Bruno Marion

ART TEAM

Art director

Benoit Boucher

CARS

Cars Lead

Hugues Poncet

Artists

Guillaume Bachmann
Damien Canderle
Alexandre Deransy (Trainee)
David Guillaume
Florian Jugon (Trainee)
Sébastien Teulade

Island

Backgrounds Lead

Jean Marc Torroella

Artists

Marina Arnaudova
Julien Dos Reis
Philippe Doumeng
Natacha Ramonatxo

Specific Background Lead Artist

Frédéric Taquet

Characters & Skinning

Artists

Benjamin Bertrand
Jean-Baptiste Reynaud

FX

Mathias Baillet
Julien Dos Reis
Sébastien Laban
David Louis

Animation & Cinematics

Lead Artist

Arnaut Lhomme

Artist

Sandrine Hervé

EXTERNAL

AMC Studio

ARTEFACTS-STUDIO

MANAGEMENT

Bruno Chabanel

Lead Vehicle

Emmanuel Aubert

Vehicle Artists

Lionel Billault
Freddy Bonisoli
Martin Collet
Jérémy Crabos
David Gagnerot
Jérôme Kedzierski
Frédéric Morihain
Yann Vanderme

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François Bellotto
Guillaume Curt
Yvain Miville
Marie Meirieu
Yann Vanderme

Backgrounds

Emmanuel Aubert
Lionel Billault

2D ART

David Ouk
Régis Torrès
Bruno Xiberras

CCJA

Christophe Champlong
Jean-Luc Damieux-Verdeau
Cédric Lepiller
Jean-Philippe Pollien

Krysalide

Gaétan Boutet
Sébastien Debouge
Pierre Descubes
Yoann Lori
Cedric Peravemay
Romaric Rivallin
Clinton Wennink

Rabcat

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Management

Arnold Blüml
Thomas Schleisnitz
Christof Stanits

Project Manager

Thomas Schleisnitz

Art Director

Simon Kaiser

Technical Director

Wolfram Neuer

Lead Artist

Christian Eichler

Vehicle Artists

Omar Chowdhury
Alexander Fukari
Ronald Kalchhauser
Alexander Peters
Benedikt Podlesnigg
Werner Pötzelberger
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Florian Schödl
Thomas Seiger
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Lai Ji
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Wu Wei
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Julien Chiari
Filippo Lottici
Stefano Maddio
Patrik Marek
Gaël Marlier

Gianluca Miragoli
Sabine Morlat
Fabio Riboli
Laurent Russo

SOUND TEAM

Lead Sound Designer

Vincent Lemeur

Sound Designer

Thomas Fontin

External (Sound)

Vehicle Sounds

Greg Hill - Soundwave Concepts

External (Music)

Nimrod

Marc Canham

Koka Media

Antoine Ressaussiere

EXTERNAL (Voices)

USA

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ACTORS

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Christine Flowers
Matthew Geczy
David Gassman

FRANCE

Dune Sound Paris

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Emmanuel Gradi
Nathalie Homs
Jean Pascal Guilichini
Philippe Roullier

GERMANY

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Stefan Müller-Ruppert
Sabine Murza

SPAIN

Synthesis Iberia S.L.

ACTORS

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Imma Gallego
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Iván Guerrero
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ITALY

Synthesis International

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Coorsmedia

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Liang gang hua
Lu yi jun
Ma jia xuan

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Aki Unone
Yasuhiro

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Thibaut QUESSON

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Testers

Pascal Biren
Kim Ea
Yvan Perez

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Jean Yves Geffroy
Frédéric Jay

Tools**Lead Programmer**

Cédric Vidal-Duvernoy

3D Tool : Core Programmers

Nicolas Chevlot
Yannick Rousseau
Cédric Vidal-Duvernoy

3D Tool : Rendering & Shaders

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Scenario

Stéphane Clément
Sylvain Ruard-Dumaine

Lighting

Thierry Jouin

Animation & Cinematics

Arnaud Gicquel

Pipeline & Libraries**Animation & Cinematics**

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2D & 3D Data Export & Processing

Kacem Bekri

Particle FX & Audio

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Libraries Programmers

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Philippe Decouchon
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Mickaël Pointier

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Pascal Guillen **Engineering Services Expert**

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Amandine Lombard **Assistant Product Manager**
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John Tyrrell **European Communications Director**
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Grant Tasker **United Kingdom - Product Manager**
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Rodrigo De la Pedraja **Iberica - Product Manager**
Simon Stratton **Switzerland - Product Manager**

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Around the world
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Celou K
Tot de Lyon

ATARI US CREDITS**Production**

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Bill Carroll **US Producer**
Hudson Piehl **VP of US Production**
Paul Steed **Creative Director**
Matt Rush **Associate Producer**
Chris Bergstresser **Sr VP of On-Line Gaming**
Sara Hasson **Product Planning Manager**

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Brennen Vega **Customer Support Representative**
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Saidia Simmons **Traffic Manager**
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Gardnor Wong **Senior Buyer**
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Nancy Fischer **Trademark Paralegal**
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Ezequiel "Chuck" Nunez **Manager of Product Support**
Mike O'Shea **Q.A. Supervisor**
Joe Taylor **Lead Tester**
Jon Apour **Assistant Lead Tester**

Testers

David Bangert
Barry Bishop
Anom Chavez
David Cochems
Derek Desantis
Phoenix Flowers
Chris Le
Brian Lerias
Dennis Limmer
Jeff Loney
Chris Morales
Juan Moreno
Luan Nguyen
Kimo Pamintuan
William Piper
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Nelson Protacio
Jason Randall
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Ceasar Samonte
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Jesse Thurman
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Randy Buchholz
Jon Hockaday **Beta Test Administrator**
Joy Schmeer **Director, Strategic Relations**
Cecelia Hernandez **Sr. Manager Strategic Relations**
Arthur Long **Strategic Relations Specialist**

Special Thanks

Lisa and Bikerbob
Jen Carroll
Walter and Senta
TDU1, KoenigViper, and Ford GT Guy

ATARI ASIA PACIFIC**Localisation Producer, Asia**

Paul Motion
Localisation Testers
Chris Lee
Bin Wang

General Manager, Atari Korea

Scott Millard

Product Manager, Atari Korea

Chad Park

General Manager, Atari Taiwan

William Wang

Product Manager, Atari Taiwan

James Chi

Product Manager, Atari Taiwan

Grace Yuan

General Manager, Atari Singapore

Andrew Donovan

Product Manager, Atari Singapore

Jessie Ng

Korean Translation

Ascend Worldwide Korea

Traditional Chinese Translation

Char Sha

ATARI JAPAN**Executive Producer**

Kats Sato

Producer

Masashi Oba

Special Thanks

Atari Japan Staff
Taeko Kagotani
Kazutoshi Miyake
Yumiko Onuki
Arunaud Saint-Martin
Kazuyoshi Saito
Takafumi Ueoro

Tohokushinsha Film Corporation

Minako Kobayashi

Hiroki Sato

Studio Twink Corporation

Takayuki Yamamoto